TigerSwitch 10G

Gigabit Ethernet Switch

- 8 10GBASE XFP slots
- Non-blocking switching architecture
- Support for a redundant power unit
- Spanning Tree Protocol, RSTP, and MSTP
- Up to 4 LACP or static 8-port trunks
- Layer 2/3/4 CoS support through eight priority queues
- Layer 3/4 traffic priority with IP Precedence and IP DSCP
- Full support for VLANs with GVRP
- IGMP multicast filtering and snooping
- Support for jumbo frames up to 9 KB
- Manageable via console, Web, SNMP/RMON

SMC® Networks

Management Guide

SMC8708L2

TigerSwitch 10G Management Guide

From SMC's Tiger line of feature-rich workgroup LAN solutions

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CHAPTER 1
INTRODUCTION

This switch provides a broad range of features for Layer 2 switching. It includes a management agent that allows you to configure the features listed in this manual. The default configuration can be used for most of the features provided by this switch. However, there are many options that you should configure to maximize the switch's performance for your particular network environment.

Key Features

Table 1-1 Key Features

Feature	Description
Configuration Backup and Restore	Backup to TFTP server
Authentication	Console, Telnet, web – User name / password, RADIUS, TACACS+ Web – SSL/HTTPS; Telnet – SSH SNMP v1/2c - Community strings SNMP version 3 – MD5 or SHA password Port – IEEE 802.1X, MAC address filtering
Access Control Lists	Supports up to 32 IP or MAC ACLs
DHCP Client	Supported
DNS	Client and proxy service
Port Configuration	Speed and duplex mode

Table 1-1 Key Features (Continued)

Feature	Description
Rate Limiting	Input and output rate limiting per port
Port Mirroring	One or more ports mirrored to single analysis port
Port Trunking	Supports up to 4 trunks using either static or dynamic trunking (LACP)
Broadcast Storm Control	Supported
Address Table	Up to 16K MAC addresses in forwarding table
IEEE 802.1D Bridge	Supports dynamic data switching and addresses learning
Store-and-Forward Switching	Supported to ensure wire-speed switching while eliminating bad frames
Spanning Tree Algorithm	Supports standard STP, Rapid Spanning Tree Protocol (RSTP), and Multiple Spanning Trees (MSTP)
Virtual LANs	Up to 255 using IEEE 802.1Q, port-based, protocol-based, or private VLANs
Traffic Prioritization	Default port priority, traffic class map, queue scheduling, IP Precedence, or Differentiated Services Code Point (DSCP), and TCP/UDP Port
Multicast Filtering	Supports IGMP snooping and query

Description of Software Features

The switch provides a wide range of advanced performance enhancing features. Broadcast storm suppression prevents broadcast traffic storms from engulfing the network. Untagged (port-based), tagged, and protocol-based VLANs, plus support for automatic GVRP VLAN registration provide traffic security and efficient use of network bandwidth. CoS priority queueing ensures the minimum delay for moving real-time multimedia data across the network. While multicast filtering provides support for real-time network applications. Some of the management features are briefly described below.

Configuration Backup and Restore – You can save the current configuration settings to a file on a TFTP server, and later download this file to restore the switch configuration settings.

Authentication – This switch authenticates management access via the console port, Telnet or web browser. User names and passwords can be configured locally or can be verified via a remote authentication server (i.e., RADIUS or TACACS+). Port-based authentication is also supported via the IEEE 802.1X protocol. This protocol uses Extensible Authentication Protocol over LANs (EAPOL) to request user credentials from the 802.1X client, and then uses the EAP between the switch and the authentication server to verify the client's right to access the network via an authentication server (i.e., RADIUS server).

Other authentication options include HTTPS for secure management access via the web, SSH for secure management access over a Telnet-equivalent connection, SNMP Version 3, IP address filtering for SNMP/web/Telnet management access, and MAC address filtering for port access.

Access Control Lists – ACLs provide packet filtering for IP frames (based on address, protocol, TCP/UDP port number or TCP control code) or any frames (based on MAC address or Ethernet type). ACLs can

by used to improve performance by blocking unnecessary network traffic or to implement security controls by restricting access to specific network resources or protocols.

Rate Limiting – This feature controls the maximum rate for traffic transmitted or received on an interface. Rate limiting is configured on interfaces at the edge of a network to limit traffic into or out of the network. Traffic that falls within the rate limit is transmitted, while packets that exceed the acceptable amount of traffic are dropped.

Port Mirroring – The switch can unobtrusively mirror traffic from any port to a monitor port. You can then attach a protocol analyzer or RMON probe to this port to perform traffic analysis and verify connection integrity.

Port Trunking – Ports can be combined into an aggregate connection. Trunks can be manually set up or dynamically configured using IEEE 802.3-2002 (formerly IEEE 802.3ad) Link Aggregation Control Protocol (LACP). The additional ports dramatically increase the throughput across any connection, and provide redundancy by taking over the load if a port in the trunk should fail. The switch supports up to 4 trunks.

Broadcast Storm Control – Broadcast suppression prevents broadcast traffic from overwhelming the network. When enabled on a port, the level of broadcast traffic passing through the port is restricted. If broadcast traffic rises above a pre-defined threshold, it will be throttled until the level falls back beneath the threshold.

Static Addresses – A static address can be assigned to a specific interface on this switch. Static addresses are bound to the assigned interface and will not be moved. When a static address is seen on another interface, the address will be ignored and will not be written to the address table. Static addresses can be used to provide network security by restricting access for a known host to a specific port.

IEEE 802.1D Bridge – The switch supports IEEE 802.1D transparent bridging. The address table facilitates data switching by learning addresses, and then filtering or forwarding traffic based on this information. The address table supports up to 16K addresses.

Store-and-Forward Switching – The switch copies each frame into its memory before forwarding them to another port. This ensures that all frames are a standard Ethernet size and have been verified for accuracy with the cyclic redundancy check (CRC). This prevents bad frames from entering the network and wasting bandwidth.

To avoid dropping frames on congested ports, the switch provides 256 KB for frame buffering. This buffer can queue packets awaiting transmission on congested networks.

Spanning Tree Algorithm – The switch supports these spanning tree protocols:

Spanning Tree Protocol (STP, IEEE 802.1D) – This protocol provides loop detection and recovery by allowing two or more redundant connections to be created between a pair of LAN segments. When there are multiple physical paths between segments, this protocol will choose a single path and disable all others to ensure that only one route exists between any two stations on the network. This prevents the creation of network loops. However, if the chosen path should fail for any reason, an alternate path will be activated to maintain the connection.

Rapid Spanning Tree Protocol (RSTP, IEEE 802.1w) – This protocol reduces the convergence time for network topology changes to about 3 to 5 seconds, compared to 30 seconds or more for the older IEEE 802.1D STP standard. It is intended as a complete replacement for STP, but can still interoperate with switches running the older standard by automatically reconfiguring ports to STP-compliant mode if they detect STP protocol messages from attached devices.

Multiple Spanning Tree Protocol (MSTP, IEEE 802.1s) – This protocol is a direct extension of RSTP. It can provide an independent spanning tree for different VLANs. It simplifies network management, provides for even faster convergence than RSTP by limiting the size of each region, and prevents VLAN members from being segmented from the rest of the group (as sometimes occurs with IEEE 802.1D STP).

Virtual LANs – The switch supports up to 255 VLANs. A Virtual LAN is a collection of network nodes that share the same collision domain regardless of their physical location or connection point in the network. The switch supports tagged VLANs based on the IEEE 802.1Q standard. Members of VLAN groups can be dynamically learned via GVRP, or ports can be manually assigned to a specific set of VLANs. This allows the switch to restrict traffic to the VLAN groups to which a user has been assigned. By segmenting your network into VLANs, you can:

- Eliminate broadcast storms which severely degrade performance in a flat network.
- Simplify network management for node changes/moves by remotely configuring VLAN membership for any port, rather than having to manually change the network connection.
- Provide data security by restricting all traffic to the originating VLAN.
- Use private VLANs to restrict traffic to pass only between data ports and the uplink ports, thereby isolating adjacent ports within the same VLAN, and allowing you to limit the total number of VLANs that need to be configured.
- Use protocol VLANs to restrict traffic to specified interfaces based on protocol type.

Traffic Prioritization – This switch prioritizes each packet based on the required level of service, using eight priority queues with strict or Weighted Round Robin Queuing. It uses IEEE 802.1p and 802.1Q tags to prioritize incoming traffic based on input from the end-station application. These functions can be used to provide independent priorities for delay-sensitive data and best-effort data.

This switch also supports several common methods of prioritizing layer 3/4 traffic to meet application requirements. Traffic can be prioritized based on the priority bits in the IP frame's Type of Service (ToS) octet or the number of the TCP/UDP port. When these services are enabled, the priorities are mapped to a Class of Service value by the switch, and the traffic then sent to the corresponding output queue.

Multicast Filtering – Specific multicast traffic can be assigned to its own VLAN to ensure that it does not interfere with normal network traffic and to guarantee real-time delivery by setting the required priority level for the designated VLAN. The switch uses IGMP Snooping and Query to manage multicast group registration.

System Defaults

The switch's system defaults are provided in the configuration file "Factory_Default_Config.cfg." To reset the switch defaults, this file should be set as the startup configuration file (page 3-32).

The following table lists some of the basic system defaults.

Table 1-2 System Defaults

Function	Parameter	Default
Console Port Connection	Baud Rate	auto
	Data bits	8
	Stop bits	1
	Parity	none
	Local Console Timeout	0 (disabled)

Table 1-2 System Defaults (Continued)

Function	Parameter	Default
Authentication	Privileged Exec Level	Username "admin" Password "admin"
	Normal Exec Level	Username "guest" Password "guest"
	Enable Privileged Exec from Normal Exec Level	Password "super"
	RADIUS Authentication	Disabled
	TACACS Authentication	Disabled
	802.1X Port Authentication	Disabled
	HTTPS	Enabled
	SSH	Disabled
	Port Security	Disabled
	IP Filtering	Disabled
Web Management	HTTP Server	Enabled
	HTTP Port Number	80
	HTTP Secure Server	Enabled
	HTTP Secure Port Number	443
SNMP	SNMP Agent	Enabled
	Community Strings	"public" (read only) "private" (read/write)
	Traps	Authentication traps: enabled Link-up-down events: enabled
	SNMP V3	View: defaultview Group: public (read only); private (read/write)
Port Configuration	Admin Status	Enabled
	Flow Control*	Disabled
Rate Limiting	Input and output limits	Disabled

Table 1-2 System Defaults (Continued)

Function	Parameter	Default
Port Trunking	Static Trunks	None
	LACP (all ports)	Disabled
Broadcast Storm Protection	Status	Enabled
	Broadcast Limit Rate	1042 packets per second
Spanning Tree Algorithm	Status	Enabled, MSTP (Defaults: All values based on IEEE 802.1s)
	Fast Forwarding (Edge Port)	Disabled
Address Table	Aging Time	300 seconds
Virtual LANs	Default VLAN	1
	PVID	1
	Acceptable Frame Type	All
	Ingress Filtering	Disabled
	Switchport Mode (Egress Mode)	Hybrid: tagged/untagged frames
	GVRP (global)	Disabled
	GVRP (port interface)	Disabled
Traffic Prioritization	Ingress Port Priority	0
	Weighted Round Robin	Queue: 0 1 2 3 4 5 6 7 Weight: 1 2 4 6 8 10 12 14
	IP Precedence Priority	Disabled
	IP DSCP Priority	Disabled
	IP Port Priority	Disabled

Table 1-2 System Defaults (Continued)

Function	Parameter	Default
IP Settings	Management. VLAN	Any VLAN configured with an IP address
	IP Address	0.0.0.0
	Subnet Mask	255.0.0.0
	Default Gateway	0.0.0.0
	DHCP	Client: Enabled
	DNS	
	BOOTP	Disabled
Multicast Filtering	IGMP Snooping	Snooping: Enabled Querier: Disabled
System Log	Status	Enabled
	Messages Logged	Levels 0-7 (all)
	Messages Logged to Flash	Levels 0-3
SMTP Email Alerts	Event Handler	Enabled (but no server defined)
SNTP	Clock Synchronization	Disabled

* There are interoperability problems between Flow Control and Head-of-Line (HOL) blocking for the switch ASIC; Flow Control is therefore not supported for this switch.

CHAPTER 2
INITIAL CONFIGURATION

Connecting to the Switch

Configuration Options

The switch includes a built-in network management agent. The agent offers a variety of management options, including SNMP, RMON and a web-based interface. A PC may also be connected directly to the switch for configuration and monitoring via a command line interface (CLI).

Note: The IP address for this switch is obtained via DHCP by default. To change this address, see "Setting an IP Address" on page 2-6.

The switch's HTTP web agent allows you to configure switch parameters, monitor port connections, and display statistics using a standard web browser such as Netscape Navigator version 6.2 and higher or Microsoft IE version 5.0 and higher. The switch's web management interface can be accessed from any computer attached to the network.

The CLI program can be accessed by a direct connection to the RS-232 serial console port on the switch, or remotely by a Telnet connection over the network.

The switch's management agent also supports SNMP (Simple Network Management Protocol). This SNMP agent permits the switch to be managed from any system in the network using network management software such as SMC EliteView.

The switch's web interface, CLI configuration program, and SNMP agent allow you to perform the following management functions:

- Set user names and passwords
- Set an IP interface for any VLAN
- Configure SNMP parameters
- Enable/disable any port
- Configure the bandwidth of any port by limiting input or output rates
- Control port access through IEEE 802.1X security or static address filtering
- Filter packets using Access Control Lists (ACLs)
- Configure up to 255 IEEE 802.1Q VLANs
- Enable GVRP automatic VLAN registration
- Configure IGMP multicast filtering
- Upload and download system firmware via TFTP
- Upload and download switch configuration files via TFTP
- Configure Spanning Tree parameters
- Configure Class of Service (CoS) priority queuing
- Configure up to 4 static or LACP trunks
- Enable port mirroring
- Set broadcast storm control on any port
- Display system information and statistics

Required Connections

The switch provides an RS-232 serial port that enables a connection to a PC or terminal for monitoring and configuring the switch. A null-modem console cable is provided with the switch.

Attach a VT100-compatible terminal, or a PC running a terminal emulation program to the switch. You can use the console cable provided with this package, or use a null-modem cable that complies with the wiring assignments shown in the Installation Guide.

To connect a terminal to the console port, complete the following steps:

1. Connect the console cable to the serial port on a terminal, or a PC running terminal emulation software, and tighten the captive retaining screws on the DB-9 connector.

2. Connect the other end of the cable to the RS-232 serial port on the switch.

3. Make sure the terminal emulation software is set as follows:
   - Select the appropriate serial port (COM port 1 or COM port 2).
   - Set to any of the following baud rates: 9600, 19200, 38400, 57600, 115200 (Note: Set to 9600 baud if want to view all the system initialization messages.).
   - Set the data format to 8 data bits, 1 stop bit, and no parity.
   - Set flow control to none.
   - Set the emulation mode to VT100.
   - When using HyperTerminal, select Terminal keys, not Windows keys.

Notes: 1. When using HyperTerminal with Microsoft® Windows® 2000, make sure that you have Windows 2000 Service Pack 2 or later installed. Windows 2000 Service Pack 2 fixes the problem of arrow keys not functioning in HyperTerminal's VT100 emulation. See www.microsoft.com for information on Windows 2000 service packs.

2. Refer to "Line Commands" on page 4-14 for a complete description of console configuration options.

3. Once you have set up the terminal correctly, the console login screen will be displayed.

For a description of how to use the CLI, see "Using the Command Line Interface" on page 4-1. For a list of all the CLI commands and detailed information on using the CLI, refer to "Command Groups" on page 4-12.

Remote Connections

Prior to accessing the switch's onboard agent via a network connection, you must first configure it with a valid IP address, subnet mask, and default gateway using a console connection, DHCP or BOOTP protocol.

The IP address for this switch is obtained via DHCP by default. To manually configure this address or enable dynamic address assignment via DHCP or BOOTP, see "Setting an IP Address" on page 2-6.

Note: You can manage the switch through the same IP address using any of the 10 Gigabit data ports (Ports 1-8) or though the Fast Ethernet management port (Port 9). The management port allows you to build a separate network for management tasks. It acn also provide faster management access when the data ports are heavily loaded.

Note: This switch supports four concurrent Telnet/SSH sessions.

After configuring the switch's IP parameters, you can access the onboard configuration program from anywhere within the attached network. The onboard configuration program can be accessed using Telnet from any computer attached to the network. The switch can also be managed by any computer using a web browser (Internet Explorer 5.0 or above, or Netscape Navigator 6.2 or above), or from a network computer using SNMP network management software.

Note: The onboard program only provides access to basic configuration functions. To access the full range of SNMP management functions, you must use SNMP-based network management software.

Basic Configuration

Console Connection

The CLI program provides two different command levels — normal access level (Normal Exec) and privileged access level (Privileged Exec). The commands available at the Normal Exec level are a limited subset of those available at the Privileged Exec level and allow you to only display information and use basic utilities. To fully configure the switch parameters, you must access the CLI at the Privileged Exec level.

Access to both CLI levels are controlled by user names and passwords. The switch has a default user name and password for each level. To log into the CLI at the Privileged Exec level using the default user name and password, perform these steps:

1. To initiate your console connection, press <Enter>. The "User Access Verification" procedure starts.
2. At the Username prompt, enter "admin."
3. At the Password prompt, also enter "admin." (The password characters are not displayed on the console screen.)
4. The session is opened and the CLI displays the "Console#" prompt indicating you have access at the Privileged Exec level.

Setting Passwords

Note: If this is your first time to log into the CLI program, you should define new passwords for both default user names using the "username" command, record them and put them in a safe place.

Passwords can consist of up to 8 alphanumeric characters and are case sensitive. To prevent unauthorized access to the switch, set the passwords as follows:

1. Open the console interface with the default user name and password "admin" to access the Privileged Exec level.

2. Type "configure" and press <Enter>.

3. Type "username guest password 0 *password*," for the Normal Exec level, where *password* is your new password. Press <Enter>.

4. Type "username admin password 0 *password*," for the Privileged Exec level, where *password* is your new password. Press <Enter>.

```
Username: admin
Password:

      CLI session with the 8*10GE L2 Switch is opened.
      To end the CLI session, enter [Exit].

Console#configure
Console(config)#username guest password 0 [password]
Console(config)#username admin password 0 [password]
Console(config)#
```

Setting an IP Address

You must establish IP address information for the switch to obtain management access through the network. This can be done in either of the following ways:

Manual — You have to input the information, including IP address and subnet mask. If your management station is not in the same IP subnet as the switch, you will also need to specify the default gateway router.

Dynamic — The switch sends IP configuration requests to BOOTP or DHCP address allocation servers on the network.

Manual Configuration

You can manually assign an IP address to the switch. You may also need to specify a default gateway that resides between this device and management stations that exist on another network segment. Valid IP addresses consist of four decimal numbers, 0 to 255, separated by periods. Anything outside this format will not be accepted by the CLI program.

Note: The IP address for this switch is obtained via DHCP by default.

Before you can assign an IP address to the switch, you must obtain the following information from your network administrator:

- IP address for the switch
- Default gateway for the network
- Network mask for this network

To assign an IP address to the switch, complete the following steps:

1. From the Global Configuration mode prompt, type "interface vlan 1" to access the interface-configuration mode. Press <Enter>.

2. Type "ip address *ip-address netmask*," where "ip-address" is the switch IP address and "netmask" is the network mask for the network. Press <Enter>.

3. Type "exit" to return to the global configuration mode prompt. Press <Enter>.

4. To set the IP address of the default gateway for the network to which the switch belongs, type "ip default-gateway *gateway*," where "gateway" is the IP address of the default gateway. Press <Enter>.

```
Console(config)#interface vlan 1
Console(config-if)#ip address 192.168.1.5 255.255.255.0
Console(config-if)#exit
Console(config)#ip default-gateway 192.168.1.254
Console(config)#
```

Dynamic Configuration

If you select the "bootp" or "dhcp" option, IP will be enabled but will not function until a BOOTP or DHCP reply has been received. You therefore need to use the "ip dhcp restart client" command to start broadcasting service requests. Requests will be sent periodically in an effort to obtain IP configuration information. (BOOTP and DHCP values can include the IP address, subnet mask, and default gateway.)

If the "bootp" or "dhcp" option is saved to the startup-config file (step 6), then the switch will start broadcasting service requests as soon as it is powered on.

To automatically configure the switch by communicating with BOOTP or DHCP address allocation servers on the network, complete the following steps:

1. From the Global Configuration mode prompt, type "interface vlan 1" to access the interface-configuration mode. Press <Enter>.

2. At the interface-configuration mode prompt, use one of the following commands:

   - To obtain IP settings via DHCP, type "ip address dhcp" and press <Enter>.

   - To obtain IP settings via BOOTP, type "ip address bootp" and press <Enter>.

3. Type "end" to return to the Privileged Exec mode. Press <Enter>.

4. Type "ip dhcp restart client" to begin broadcasting service requests. Press <Enter>.

5. Wait a few minutes, and then check the IP configuration settings by typing the "show ip interface" command. Press <Enter>.

6. Then save your configuration changes by typing "copy running-config startup-config." Enter the startup file name and press <Enter>.

```
Console(config)#interface vlan 1
Console(config-if)#ip address dhcp
Console(config-if)#end
Console#ip dhcp restart client
Console#show ip interface
 IP address and netmask: 192.168.1.54 255.255.255.0 on VLAN 1,
 and address mode: DHCP.
Console#copy running-config startup-config
Startup configuration file name []: startup
\Write to FLASH Programming.

\Write to FLASH finish.
Success.
```

Enabling SNMP Management Access

The switch can be configured to accept management commands from Simple Network Management Protocol (SNMP) applications such as SMC EliteView. You can configure the switch to (1) respond to SNMP requests or (2) generate SNMP traps.

When SNMP management stations send requests to the switch (either to return information or to set a parameter), the switch provides the requested data or sets the specified parameter. The switch can also be configured to send information to SNMP managers (without being requested by the managers) through trap messages, which inform the manager that certain events have occurred.

The switch includes an SNMP agent that supports SNMP version 1, 2c, and 3 clients. To provide management access for version 1 or 2c clients, you must specify a community string. The switch provides a default MIB View (i.e., an SNMPv3 construct) for the default "public" community string that provides read access to the entire MIB tree, and a default view for the "private" community string that provides read/write access to the entire MIB tree. However, you may assign new views to version 1 or 2c community strings that suit your specific security requirements (see page 3-72).

Community Strings (for SNMP version 1 and 2c clients)

Community strings are used to control management access to SNMP version 1 and 2c stations, as well as to authorize SNMP stations to receive trap messages from the switch. You therefore need to assign community strings to specified users, and set the access level.

The default strings are:

- **public** - with read-only access. Authorized management stations are only able to retrieve MIB objects.
- **private** - with read-write access. Authorized management stations are able to both retrieve and modify MIB objects.

To prevent unauthorized access to the switch from SNMP version 1 or 2c clients, it is recommended that you change the default community strings.

To configure a community string, complete the following steps:

1. From the Privileged Exec level global configuration mode prompt, type "snmp-server community *string mode*," where "string" is the community access string and "mode" is **rw** (read/write) or **ro** (read only). Press <Enter>. (Note that the default mode is read only.)

2. To remove an existing string, simply type "no snmp-server community *string*," where "string" is the community access string to remove. Press <Enter>.

```
Console(config)#snmp-server community admin rw
Console(config)#snmp-server community private
Console(config)#
```

Note: If you do not intend to support access to SNMP version 1 and 2c clients, we recommend that you delete both of the default community strings. If there are no community strings, then SNMP management access from SNMP v1 and v2c clients is disabled.

Trap Receivers

You can also specify SNMP stations that are to receive traps from the switch. To configure a trap receiver, use the "snmp-server host" command. From the Privileged Exec level global configuration mode prompt, type:

"snmp-server host *host-address community-string*
[version {1 | 2c | 3 {auth | noauth | priv}}]"

where "host-address" is the IP address for the trap receiver, "community-string" specifies access rights for a version 1/2c host, or is the user name of a version 3 host, "version" indicates the SNMP client version, and "auth | noauth | priv" means that authentication, no authentication, or authentication and privacy is used for v3 clients. Then press <Enter>. For a more detailed description of these parameters, see "snmp-server host" on page 4-155. The following example creates a trap host for each type of SNMP client.

```
Console(config)#snmp-server host 10.1.19.23 batman
Console(config)#snmp-server host 10.1.19.98 robin version 2c
Console(config)#snmp-server host 10.1.19.34 barbie version 3 auth
Console(config)#
```

Configuring Access for SNMP Version 3 Clients

To configure management access for SNMPv3 clients, you need to first create a view that defines the portions of MIB that the client can read or write, assign the view to a group, and then assign the user to a group. The following example creates one view called "mib-2" that includes the entire MIB-2 tree branch, and then another view that includes the IEEE 802.1d bridge MIB. It assigns these respective read and read/write views to a group call "r&d" and specifies group authentication via MD5 or SHA. In

the last step, it assigns a v3 user to this group, indicating that MD5 will be used for authentication, provides the password "greenpeace" for authentication, and the password "einstien" for encryption.

```
Console(config)#snmp-server view mib-2 1.3.6.1.2.1 included
Console(config)#snmp-server view 802.1d 1.3.6.1.2.1.17 included
Console(config)#snmp-server group r&d v3 auth mib-2 802.1d
Console(config)#snmp-server user steve r&d v3 auth md5 greenpeace
  priv des56 einstien
Console(config)#
```

For a more detailed explanation on how to configure the switch for access from SNMP v3 clients, refer to "Simple Network Management Protocol" on page 3-50, or refer to the specific CLI commands for SNMP starting on page 4-150.

Saving Configuration Settings

Configuration commands only modify the running configuration file and are not saved when the switch is rebooted. To save all your configuration changes in nonvolatile storage, you must copy the running configuration file to the start-up configuration file using the "copy" command.

To save the current configuration settings, enter the following command:

1. From the Privileged Exec mode prompt, type "copy running-config startup-config" and press <Enter>.

2. Enter the name of the start-up file. Press <Enter>.

```
Console#copy running-config startup-config
Startup configuration file name []: startup
\Write to FLASH Programming.

\Write to FLASH finish.
Success.

Console#
```

Managing System Files

The switch's flash memory supports three types of system files that can be managed by the CLI program, web interface, or SNMP. The switch's file system allows files to be uploaded and downloaded, copied, deleted, and set as a start-up file.

The three types of files are:

- **Configuration** — This file type stores system configuration information and is created when configuration settings are saved. Saved configuration files can be selected as a system start-up file or can be uploaded via TFTP to a server for backup. The file named "Factory_Default_Config.cfg" contains all the system default settings and cannot be deleted from the system. If the system is booted with the factory default settings, the switch will also create a file named "startup1.cfg" that contains all system settings, including information about the unit identifier and MAC address. The configuration settings from the factory defaults configuration file are copied to this file, which is then used to boot the switch. See "Saving or Restoring Configuration Settings" on page 3-30 for more information. See "Saving or Restoring Configuration Settings" on page 3-30 for more information.

- **Operation Code** — System software that is executed after boot-up, also known as run-time code. This code runs the switch operations and provides the CLI and web management interfaces. See "Managing Firmware" on page 3-25 for more information.

- **Diagnostic Code** — Software that is run during system boot-up, also known as POST (Power On Self-Test).

Due to the size limit of the flash memory, the switch supports only two operation code files. However, you can have as many diagnostic code files and configuration files as available flash memory space allows.

In the system flash memory, one file of each type must be set as the start-up file. During a system boot, the diagnostic and operation code files set as the start-up file are run, and then the start-up configuration file is loaded.

Note that configuration files should be downloaded using a file name that reflects the contents or usage of the file settings. If you download directly to the running-config, the system will reboot, and the settings will have to be copied from the running-config to a permanent file.

CHAPTER 3
CONFIGURING THE SWITCH

Using the Web Interface

This switch provides an embedded HTTP web agent. Using a web browser you can configure the switch and view statistics to monitor network activity. The web agent can be accessed by any computer on the network using a standard web browser (Internet Explorer 5.0 or above, or Netscape Navigator 6.2 or above).

Note: You can also use the Command Line Interface (CLI) to manage the switch over a serial connection to the console port or via Telnet. For more information on using the CLI, refer to Chapter 4 "Command Line Interface."

Prior to accessing the switch from a web browser, be sure you have first performed the following tasks:

1.Configure the switch with a valid IP address, subnet mask, and default gateway using an out-of-band serial connection, BOOTP or DHCP protocol. (See "Setting an IP Address" on page 2-6.)
2. Set user names and passwords using an out-of-band serial connection. Access to the web agent is controlled by the same user names and passwords as the onboard configuration program. (See "Setting Passwords" on page 2-5.)
3. After you enter a user name and password, you will have access to the system configuration program.

Notes: 1. You are allowed three attempts to enter the correct password; on the third failed attempt the current connection is terminated.

2. If you log into the web interface as guest (Normal Exec level), you can view the configuration settings or change the guest password. If you log in as "admin" (Privileged Exec level), you can change the settings on any page.

3. If the path between your management station and this switch does not pass through any device that uses the Spanning Tree Algorithm, then you can set the switch port attached to your management station to fast forwarding (i.e., enable Admin Edge Port) to improve the switch's response time to management commands issued through the web interface. See "Configuring Interface Settings" on page 3-172.

Navigating the Web Browser Interface

To access the web-browser interface you must first enter a user name and password. The administrator has Read/Write access to all configuration parameters and statistics. The default user name and password for the administrator is "admin."

Home Page

When your web browser connects with the switch's web agent, the home page is displayed as shown below. The home page displays the Main Menu on the left side of the screen and System Information on the right side. The Main Menu links are used to navigate to other menus, and display configuration parameters and statistics.

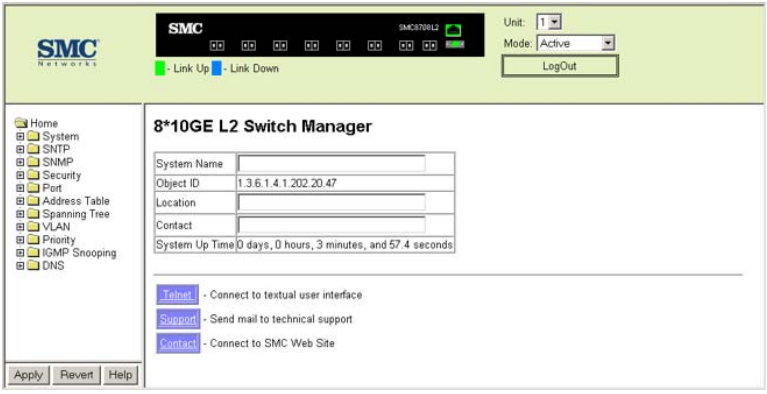


Figure 3-1 Home Page

Configuration Options

Configurable parameters have a dialog box or a drop-down list. Once a configuration change has been made on a page, be sure to click on the Apply button to confirm the new setting. The following table summarizes the web page configuration buttons.

Table 3-1 Web Page Configuration Buttons

Button	Action
Apply	Sets specified values to the system.
Revert	Cancels specified values and restores current values prior to pressing "Apply."
Help	Links directly to web help.

Notes: 1. To ensure proper screen refresh, be sure that Internet Explorer 5.x is configured as follows: Under the menu "Tools / Internet Options / General / Temporary Internet Files / Settings," the setting for item "Check for newer versions of stored pages" should be "Every visit to the page."

2. When using Internet Explorer 5.0, you may have to manually refresh the screen after making configuration changes by pressing the browser's refresh button.

Panel Display

The web agent displays an image of the switch's ports. The Mode can be set to display different information for the ports, including Active (i.e., up or down), Duplex (i.e., half or full duplex), or Flow Control[1]. Clicking on the image of a port opens the Port Configuration page as described on page 3-125.

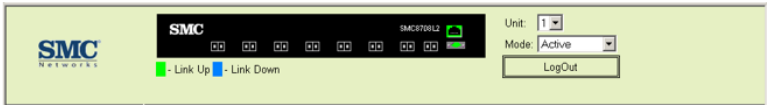


Figure 3-2 Panel Display

1. There are interoperability problems between Flow Control and Head-of-Line (HOL) blocking for the switch ASIC; Flow Control is therefore not supported for this switch.

Main Menu

Using the onboard web agent, you can define system parameters, manage and control the switch, and all its ports, or monitor network conditions. The following table briefly describes the selections available from this program.

Table 3-2 Main Menu

Menu	Description	Page
System		3-14
System Information	Provides basic system description, including contact information	3-14
Switch Information	Shows the number of ports, hardware/ firmware version numbers, and power status	3-16
Bridge Extension	Shows the bridge extension parameters	3-18
IP Configuration	Sets the IP address for management access	3-20
Jumbo Frames	Enables support for jumbo frames	3-24
File Management		3-25
Copy Operation	Allows the transfer and copying files	3-25
Delete	Allows deletion of files from the flash memory	3-25
Set Startup	Sets the startup file	3-25
Line		3-33
Console	Sets console port connection parameters	3-33
Telnet	Sets Telnet connection parameters	3-36
Log		3-38
Logs	Sends error messages to a logging process	3-38
System Logs	Stores and displays error messages	3-43
Remote Logs	Configures the logging of messages to a remote logging process	3-40

Table 3-2 Main Menu (Continued)

Menu	Description	Page
SMTP	Sends an SMTP client message to a participating server	3-44
Reset	Restarts the switch	3-46
SNTP		3-47
Configuration	Configures SNTP client settings, including a specified list of servers	3-47
Clock Time Zone	Sets the local time zone for the system clock	3-49
SNMP		3-50
Configuration	Configures community strings and related trap functions	3-53
Agent Status	Enables or disables SNMP	3-53
SNMPv3		3-58
Engine ID	Sets the SNMP v3 engine ID	3-59
Remote Engine ID	Sets the SNMP v3 engine ID on a remote device	3-60
Users	Configures SNMP v3 users	3-61
Remote Users	Configures SNMP v3 users on a remote device	3-63
Groups	Configures SNMP v3 groups	3-66
Views	Configures SNMP v3 views	3-72
Security		3-53
User Accounts	Configures user names, passwords, and access levels	3-75
Authentication Settings	Configures authentication sequence, RADIUS and TACACS	3-76
HTTPS Settings	Configures secure HTTP settings	3-81
SSH		3-84
Settings	Configures Secure Shell server settings	3-89

Table 3-2 Main Menu (Continued)

Menu	Description	Page
Host-Key Settings	Generates the host key pair (public and private)	3-87
Port Security	Configures per port security, including status, response for security breach, and maximum allowed MAC addresses	3-91
802.1X	Port authentication	3-94
Information	Displays global configuration settings	3-95
Configuration	Configures global configuration parameters	3-96
Port Configuration	Sets the authentication mode for individual ports	3-97
Statistics	Displays protocol statistics for the selected port	3-101
ACL		3-105
Configuration	Configures packet filtering based on IP or MAC addresses	3-105
Mask Configuration	Controls the order in which ACL rules are checked	3-113
Port Binding	Binds a port to the specified ACL	3-119
IP Filter	Configures IP addresses that are allowed management access	3-103
Port		3-121
Port Information	Displays port connection status	3-121
Trunk Information	Displays trunk connection status	3-121
Port Configuration	Configures port connection settings	3-125
Trunk Configuration	Configures trunk connection settings	3-125
Trunk Membership	Specifies ports to group into static trunks	3-128

Table 3-2 Main Menu (Continued)

Menu	Description	Page
LACP		3-127
Configuration	Allows ports to dynamically join trunks	3-130
Aggregation Port	Configures parameters for link aggregation group members	3-132
Port Counters Information	Displays statistics for LACP protocol messages	3-135
Port Internal Information	Displays settings and operational state for the local side	3-136
Port Neighbors Information	Displays settings and operational state for the remote side	3-139
Port Broadcast Control	Sets the broadcast storm threshold for each port	3-141
Trunk Broadcast Control	Sets the broadcast storm threshold for each trunk	3-141
Mirror Port Configuration	Sets the source and target ports for mirroring	3-143
Rate Limit		3-145
Input Port Configuration	Sets the input rate limit for each port	3-145
Input Trunk Configuration	Sets the input rate limit for each trunk	3-145
Output Port Configuration	Sets the output rate limit for each port	3-145
Output Trunk Configuration	Sets the output rate limit for each trunk	3-145
Port Statistics	Lists Ethernet and RMON port statistics	3-146
Address Table		3-152
Static Addresses	Displays entries for interface, address or VLAN	3-153
Dynamic Addresses	Displays or edits static entries in the Address Table	3-154

Table 3-2 Main Menu (Continued)

Menu	Description	Page
Address Aging	Sets timeout for dynamically learned entries	3-156
Spanning Tree		3-156
STA		
Information	Displays STA values used for the bridge	3-158
Configuration	Configures global bridge settings for STP, RSTP and MSTP	3-163
Port Information	Displays individual port settings for STA	3-168
Trunk Information	Displays individual trunk settings for STA	3-168
Port Configuration	Configures individual port settings for STA	3-172
Trunk Configuration	Configures individual trunk settings for STA	3-172
MSTP		
VLAN Configuration	Configures priority and VLANs for a spanning tree instance	3-176
Port Information	Displays port settings for a specified MST instance	3-180
Trunk Information	Displays trunk settings for a specified MST instance	3-180
Port Configuration	Configures port settings for a specified MST instance	3-182
Trunk Configuration	Configures trunk settings for a specified MST instance	3-182
VLAN		3-184
802.1Q VLAN		
GVRP Status	Enables GVRP VLAN registration protocol	3-189
Basic Information	Displays information on the VLAN type supported by this switch	3-189
Current Table	Shows the current port members of each VLAN and whether or not the port is tagged or untagged	3-190

Table 3-2 Main Menu (Continued)

Menu	Description	Page
Static List	Used to create or remove VLAN groups	3-192
Static Table	Modifies the settings for an existing VLAN	3-194
Static Membership by Port	Configures membership type for interfaces, including tagged, untagged or forbidden	3-196
Port Configuration	Specifies default PVID and VLAN attributes	3-197
Trunk Configuration	Specifies default trunk VID and VLAN attributes	3-197
Private VLAN		
Status	Enables or disables the private VLAN	3-200
Link Status	Configures the private VLAN	3-201
Protocol VLAN		
Configuration	Creates a protocol group, specifying the supported protocols	3-203
Port Configuration	Maps a protocol group to a VLAN	3-204
Priority		3-206
Default Port Priority	Sets the default priority for each port	3-206
Default Trunk Priority	Sets the default priority for each trunk	3-206
Traffic Classes	Maps IEEE 802.1p priority tags to output queues	3-208
Traffic Classes Status	Enables/disables traffic class priorities (not implemented)	NA
Queue Mode	Sets queue mode to strict priority or Weighted Round-Robin	3-209
Queue Scheduling	Configures Weighted Round Robin queueing	3-210
IP Precedence/ DSCP Priority Status	Globally selects IP Precedence or DSCP Priority, or disables both.	3-213

Table 3-2 Main Menu (Continued)

Menu	Description	Page
IP Precedence Priority	Sets IP Type of Service priority, mapping the precedence tag to a class-of-service value	3-213
IP DSCP Priority	Sets IP Differentiated Services Code Point priority, mapping a DSCP tag to a class-of-service value	3-215
IP Port Priority Status	Globally enables or disables IP Port Priority	3-217
IP Port Priority	Sets TCP/UDP port priority, defining the socket number and associated class-of-service value	3-217
ACL CoS Priority	Sets the CoS value and corresponding output queue for packets matching an ACL rule	3-219
IGMP Snooping		3-221
IGMP Configuration	Enables multicast filtering; configures parameters for multicast query	3-223
Multicast Router Port Information	Displays the ports that are attached to a neighboring multicast router for each VLAN ID	3-226
Static Multicast Router Port Configuration	Assigns ports that are attached to a neighboring multicast router	3-227
IP Multicast Registration Table	Displays all multicast groups active on this switch, including multicast IP addresses and VLAN ID	3-228
IGMP Member Port Table	Indicates multicast addresses associated with the selected VLAN	3-229

Table 3-2 Main Menu (Continued)

Menu	Description	Page
DNS		3-231
General Configuration	Enables DNS; configures domain name and domain list; and specifies IP address of name servers for dynamic lookup	3-231
Static Host Table	Configures static entries for domain name to address mapping	3-234
Cache	Displays cache entries discovered by designated name servers	3-236

Basic Configuration

Displaying System Information

You can easily identify the system by displaying the device name, location and contact information.

Field Attributes

- **System Name** – Name assigned to the switch system.
- **Object ID** – MIB II object ID for switch's network management subsystem.
- **Location** – Specifies the system location.
- **Contact** – Administrator responsible for the system.
- **System Up Time** – Length of time the management agent has been up.

These additional parameters are displayed for the CLI.

- **MAC Address** – The physical layer address for this switch.
- **Web server** – Shows if management access via HTTP is enabled.
- **Web server port** – Shows the TCP port number used by the web interface.
- **Web secure server** – Shows if management access via HTTPS is enabled.
- **Web secure server port** – Shows the TCP port used by the HTTPS interface.
- **Telnet server** – Shows if management access via Telnet is enabled.
- **Telnet server port** – Shows the TCP port used by the Telnet interface.
- **Authentication login** – Shows the user login authentication sequence.
- **Jumbo Frame** – Shows if jumbo frames are enabled.
- **POST result** – Shows results of the power-on self-test

Web – Click System, System Information. Specify the system name, location, and contact information for the system administrator, then click Apply. (This page also includes a Telnet button that allows access to the Command Line Interface via Telnet.)

Figure 3-3 System Information

CLI – Specify the hostname, location and contact information.

```
Console(config)#hostname R&D 5                                    4-34
Console(config)#snmp-server location WC 9                         4-154
Console(config)#snmp-server contact Ted                           4-153
Console(config)#exit
Console#show system                                               4-83
System Description: 8*10GE L2 Switch
System OID String: 1.3.6.1.4.1.259.6.10.76
System Information
 System Up Time:         0 days, 4 hours, 5 minutes, and 56.31 seconds
 System Name:             [NONE]
 System Location:         [NONE]
 System Contact:          [NONE]
 MAC Address (Unit1):     00-0C-DB-21-11-33
 Web Server:              Enabled
 Web Server Port:         80
 Web Secure Server:       Enabled
 Web Secure Server Port:  443
 Telnet Server:           Enable
 Telnet Server Port:      23
 Authentication login:    local RADIUS none
 Jumbo Frame:             Disabled

 POST Result:
DUMMY Test 1 ................. PASS
UART Loopback Test ........... PASS
DRAM Test .................... PASS
Timer Test ................... PASS
PCI Device 1 Test ............ PASS
I2C Bus Initialization ....... PASS
Switch Int Loopback Test ..... PASS

Done All Pass.
Console#
```

Displaying Switch Hardware/Software Versions

Use the Switch Information page to display hardware/firmware version numbers for the main board and management software, as well as the power status of the system.

Field Attributes

Main Board

- **Serial Number** – The serial number of the switch.
- **Number of Ports** – Number of built-in ports.
- **Hardware Version** – Hardware version of the main board.

- **Internal Power Status** – Displays the status of the internal power supply.

Management Software

- **EPLD Version** – Version number of EEPROM Programmable Logic Device.
- **Loader Version** – Version number of loader code.
- **Boot-ROM Version** – Version of Power-On Self-Test (POST) and boot code.
- **Operation Code Version** – Version number of runtime code.
- **Role** – Shows that this switch is operating as Master (i.e., stand alone).

These additional parameters are displayed for the CLI.

- **Unit ID** – Unit number in stack.
- **Redundant Power Status** – Displays the status of the redundant power supply.

Web – Click System, Switch Information.

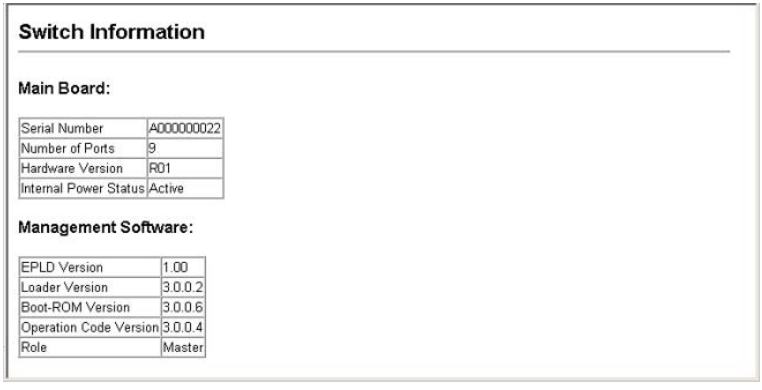


Figure 3-4 Switch Information

CLI – Use the following command to display version information.

```
Console#show version                                          4-84
Unit 1
 Serial Number:            A000000022
 Hardware Version:         R01
 EPLD Version:             1.00
 Number of Ports:          9
 Main Power Status:        Up
 Redundant Power Status:   Not present

Agent (Master)
 Unit ID:                  1
 Loader Version:           3.0.0.2
 Boot ROM Version:         3.0.0.6
 Operation Code Version:   3.0.0.4

Console#
```

Displaying Bridge Extension Capabilities

The Bridge MIB includes extensions for managed devices that support Multicast Filtering, Traffic Classes, and Virtual LANs. You can access these extensions to display default settings for the key variables.

Field Attributes

- **Extended Multicast Filtering Services** – This switch does not support the filtering of individual multicast addresses based on GMRP (GARP Multicast Registration Protocol).
- **Traffic Classes** – This switch provides mapping of user priorities to multiple traffic classes. (Refer to "Class of Service Configuration" on page 3-206.)
- **Static Entry Individual Port** – This switch allows static filtering for unicast and multicast addresses. (Refer to "Setting Static Addresses" on page 3-153.)
- **VLAN Learning** – This switch uses Independent VLAN Learning (IVL), where each port maintains its own filtering database.

- **Configurable PVID Tagging** – This switch allows you to override the default Port VLAN ID (PVID used in frame tags) and egress status (VLAN-Tagged or Untagged) on each port. (Refer to "VLAN Configuration" on page 3-184.)
- **Local VLAN Capable** – This switch does not support multiple local bridges outside of the scope of 802.1Q defined VLANs.
- **GMRP** – GARP Multicast Registration Protocol (GMRP) allows network devices to register endstations with multicast groups. This switch does not support GMRP; it uses the Internet Group Management Protocol (IGMP) to provide automatic multicast filtering.

Web – Click System, Bridge Extension.

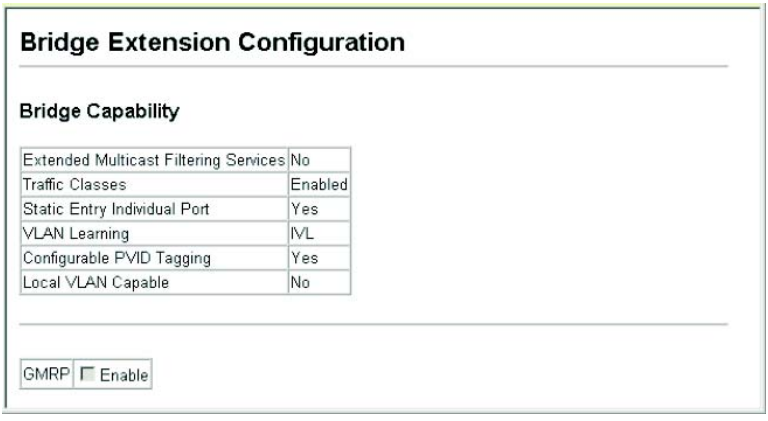


Figure 3-5 Displaying Bridge Extension Configuration

CLI – Enter the following command.

```
Console#show bridge-ext                                          4-248
 Max support VLAN numbers:              256
 Max support VLAN ID:                   4094
 Extended multicast filtering services: No
 Static entry individual port:          Yes
 VLAN learning:                         IVL
 Configurable PVID tagging:             Yes
 Local VLAN capable:                    No
 Traffic classes:                       Enabled
 Global GVRP status:                    Disabled
 GMRP:                                  Disabled
Console#
```

Setting the Switch's IP Address

An IP address may be used for management access to the switch over your network. By default, the switch uses DHCP to assign IP settings to VLAN 1 on the switch. If you wish to manually configure IP settings, you need to set an IP address and subnet mask that is compatible with your network. You may also need to establish a default gateway between the switch and management stations that exist on another network segment.

You can manually configure a specific IP address, or direct the device to obtain an address from a BOOTP or DHCP server. Valid IP addresses consist of four decimal numbers, 0 to 255, separated by periods. Anything outside this format will not be accepted by the CLI program.

Command Attributes

- **Management VLAN** – ID of the configured VLAN (1-4093). This is the only VLAN through which you can gain management access to the switch. By default, all ports on the switch are members of VLAN 1, so a management station can be connected to any port on the switch. However, if other VLANs are configured and you change the Management VLAN, you may lose management access to the switch. In this case, you should reconnect the management station to a port that is a member of the Management VLAN.

- **IP Address Mode** – Specifies whether IP functionality is enabled via manual configuration (Static), Dynamic Host Configuration Protocol (DHCP), or Boot Protocol (BOOTP). If DHCP/BOOTP is enabled, IP will not function until a reply has been received from the server. Requests will be broadcast periodically by the switch for an IP address. (DHCP/BOOTP values can include the IP address, subnet mask, and default gateway.)
- **IP Address** – Address of the VLAN to which the management station is attached. (Note you can manage the switch through any configured IP interface.) Valid IP addresses consist of four numbers, 0 to 255, separated by periods. (Default: 0.0.0.0)
- **Subnet Mask** – This mask identifies the host address bits used for routing to specific subnets. (Default: 255.0.0.0)
- **Gateway IP address** – IP address of the gateway router between this device and management stations that exist on other network segments. (Default: 0.0.0.0)
- **MAC Address** – The MAC address of this switch.
- **Restart DHCP** – Requests a new IP address from the DHCP server.

Manual Configuration

Web – Click System, IP Configuration. Select the VLAN through which the management station is attached, set the IP Address Mode to "Static." Enter the IP address, subnet mask and gateway, then click Apply.

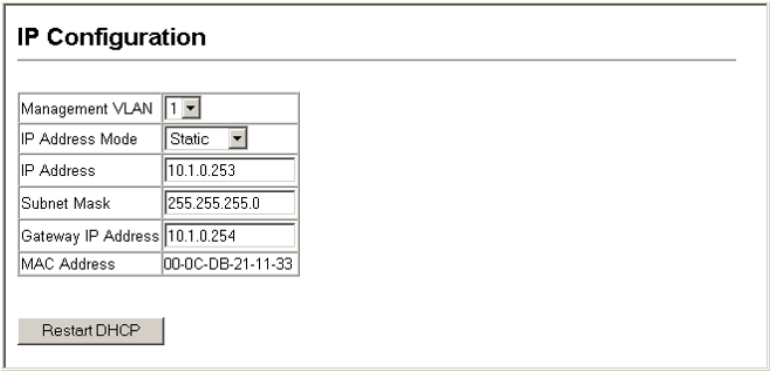


Figure 3-6 IP Interface Configuration - Manual

CLI – Specify the management interface, IP address and default gateway.

```
Console#config
Console(config)#interface vlan 1                                4-170
Console(config-if)#ip address 10.1.0.253 255.255.255.0          4-279
Console(config-if)#exit
Console(config)#ip default-gateway 10.1.0.254                   4-280
Console(config)#
```

Using DHCP/BOOTP

If your network provides DHCP/BOOTP services, you can configure the switch to be dynamically configured by these services.

Web – Click System, IP Configuration. Specify the VLAN to which the management station is attached, set the IP Address Mode to DHCP or BOOTP. Click Apply to save your changes. Then click Restart DHCP to immediately request a new address. Note that the switch will also broadcast a request for IP configuration settings on each power reset.

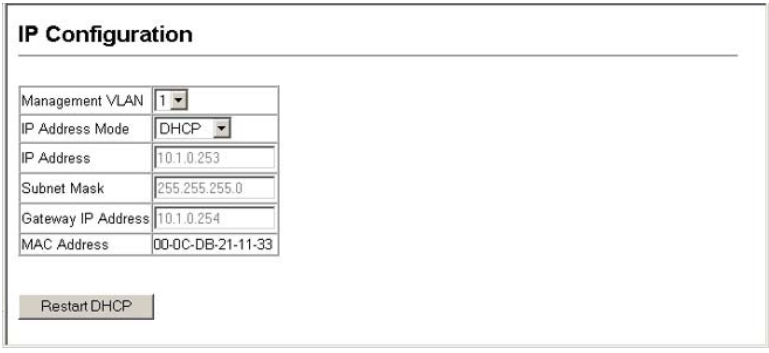


Figure 3-7 IP Interface Configuration - DHCP

Note: If you lose your management connection, make a console connection to the switch and enter "show ip interface" to determine the new switch address.

CLI – Specify the management interface, and set the IP address mode to DHCP or BOOTP, and then enter the "ip dhcp restart client" command.

```
Console#config
Console(config)#interface vlan 1                                    4-170
Console(config-if)#ip address dhcp                                  4-279
Console(config-if)#end
Console#ip dhcp restart                                             4-281
Console#show ip interface                                           4-282
 IP Address and Netmask:  192.168.1.58 255.255.255.0 on VLAN 1,
 Address Mode:            DHCP
Console#
```

Renewing DCHP – DHCP may lease addresses to clients indefinitely or for a specific period of time. If the address expires or the switch is moved to another network segment, you will lose management access to the switch. In this case, you can reboot the switch or submit a client request to restart DHCP service via the CLI.

Web – If the address assigned by DHCP is no longer functioning, you will not be able to renew the IP settings via the web interface. You can only restart DHCP service via the web interface if the current address is still available.

CLI – Enter the following command to restart DHCP service.

```
Console#ip dhcp restart                                          4-281
Console#
```

Configuring Support for Jumbo Frames

The switch provides more efficient throughput for large sequential data transfers by supporting jumbo frames up to 9000 bytes. Compared to standard Ethernet frames that run only up to 1.5 KB, using jumbo frames significantly reduces the per-packet overhead required to process protocol encapsulation fields.

Command Usage

To use jumbo frames, both the source and destination end nodes (such as a computer or server) must support this feature. Also, when the connection is operating at full duplex, all switches in the network between the two end nodes must be able to accept the extended frame size. And for half-duplex connections, all devices in the collision domain would need to support jumbo frames.

Command Attributes

- **Jumbo Packet Status** – Configures support for jumbo frames. (Default: Disabled)

Web – Click System, Jumbo Frames. Enable or disable support for jumbo frames, and click Apply.

Figure 3-8 Configuring Support for Jumbo Frames

CLI – This example enables jumbo frames globally for the switch.

```
Console(config)#jumbo frame                                    4-85
Console(config)#
```

Managing Firmware

You can upload/download firmware to or from a TFTP server, or copy files to and from switch units in a stack. By saving runtime code to a file on a TFTP server, that file can later be downloaded to the switch to restore operation. You can also set the switch to use new firmware without overwriting the previous version. You must specify the method of file transfer, along with the file type and file names as required.

Command Attributes

- File Transfer Method – The firmware copy operation includes these options:
  - file to file – Copies a file within the switch directory, assigning it a new name.
  - file to tftp – Copies a file from the switch to a TFTP server.
  - tftp to file – Copies a file from a TFTP server to the switch.
  - file to unit[2] – Copies a file from this switch to another unit in the stack.
  - unit to file[2] – Copies a file from another unit in the stack to this switch.
- **TFTP Server IP Address** – The IP address of a TFTP server.
- **File Type** – Specify opcode (operational code) to copy firmware.

2. Stacking is not supported by this switch.

- **File Name** – The file name should not contain slashes (\ or /), the leading letter of the file name should not be a period (.), and the maximum length for file names on the TFTP server is 127 characters or 31 characters for files on the switch. (Valid characters: A-Z, a-z, 0-9, ".", "-", "_")
- **Source/Destination Unit**[2] – Stack unit.

Note: Up to two copies of the system software (i.e., the runtime firmware) can be stored in the file directory on the switch. The currently designated startup version of this file cannot be deleted.

Downloading System Software from a Server

When downloading runtime code, you can specify the destination file name to replace the current image, or first download the file using a different name from the current runtime code file, and then set the new file as the startup file.

Web – Click System, File Management, Copy Operation. Select "tftp to file" as the file transfer method, enter the IP address of the TFTP server, set the file type to "opcode," enter the file name of the software to download, select a file on the switch to overwrite or specify a new file name, then click Apply. If you replaced the current firmware used for startup and want to start using the new operation code, reboot the system via the System/Reset menu.

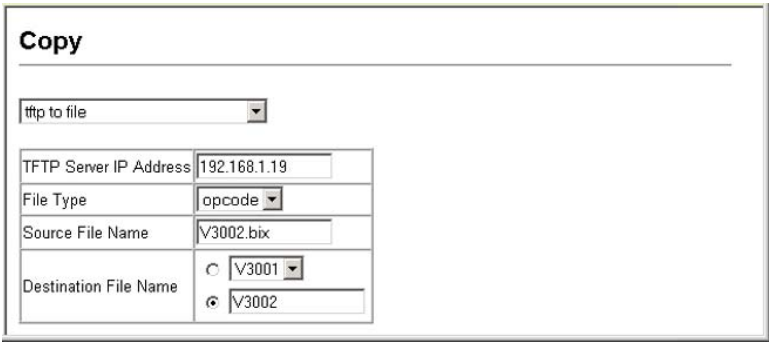


Figure 3-9 Copy Firmware

If you download to a new destination file, go to the File Management, Set Start-Up menu, mark the operation code file used at startup, and click Apply. To start the new firmware, reboot the system via the System/Reset menu.

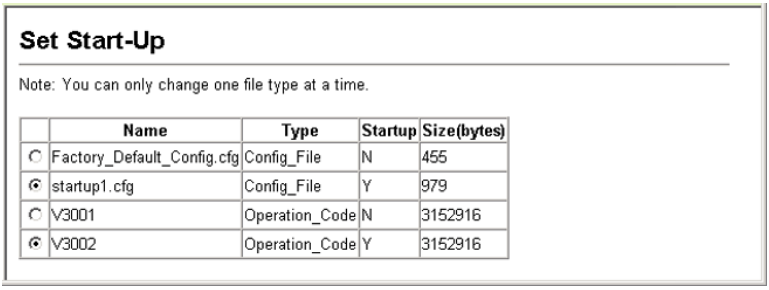


Figure 3-10 Setting the Startup Code

To delete a file select System, File Management, Delete. Select the file name from the given list by checking the tick box and click Apply. Note that the file currently designated as the startup code cannot be deleted.

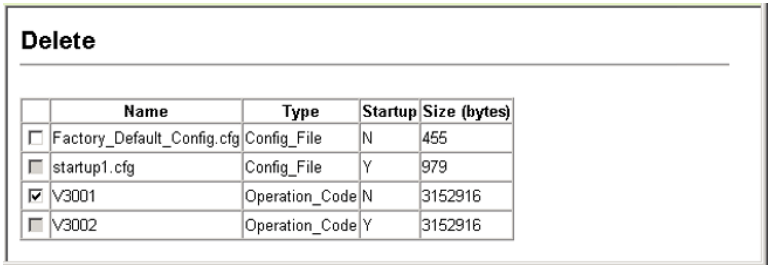


Figure 3-11 Deleting Files

CLI – To download new firmware form a TFTP server, enter the IP address of the TFTP server, select "config" as the file type, then enter the source and destination file names. When the file has finished downloading, set the new file to start up the system, and then restart the switch.

To start the new firmware, enter the "reload" command or reboot the system.

```
Console#copy tftp file                                          4-87
TFTP server ip address: 10.1.0.19
Choose file type:
 1. config:  2. opcode: <1-2>: 2
Source file name: V3002.bix
Destination file name: V3002
\Write to FLASH Programming.
-Write to FLASH finish.
Success.
Console#config
Console(config)#boot system opcode:V3002                        4-93
Console(config)#exit
Console#reload                                                  4-30
```

Saving or Restoring Configuration Settings

You can upload/download configuration settings to/from a TFTP server, or copy files to and from switch units in a stack. The configuration file can be later downloaded to restore the switch's settings.

Command Attributes

- File Transfer Method – The configuration copy operation includes these options:
  - file to file – Copies a file within the switch directory, assigning it a new name.
  - file to running-config – Copies a file in the switch to the running configuration.
  - file to startup-config – Copies a file in the switch to the startup configuration.
  - file to tftp – Copies a file from the switch to a TFTP server.
  - running-config to file – Copies the running configuration to a file.
  - running-config to startup-config – Copies the running config to the startup config.
  - running-config to tftp – Copies the running configuration to a TFTP server.
  - startup-config to file – Copies the startup configuration to a file on the switch.
  - startup-config to running-config – Copies the startup config to the running config.
  - startup-config to tftp – Copies the startup configuration to a TFTP server.
  - tftp to file – Copies a file from a TFTP server to the switch.
  - tftp to running-config – Copies a file from a TFTP server to the running config.
  - tftp to startup-config – Copies a file from a TFTP server to the startup config.

- file to unit[3] – Copies a file from this switch to another unit in the stack.
- unit to file[3] – Copies a file from another unit in the stack to this switch.

- **TFTP Server IP Address** – The IP address of a TFTP server.
- **File Type** – Specify config (configuration) to copy configuration settings.
- **File Name** — The configuration file name should not contain slashes (\ or /), the leading letter of the file name should not be a period (.), and the maximum length for file names on the TFTP server is 127 characters or 31 characters for files on the switch. (Valid characters: A-Z, a-z, 0-9, ".", "-", "_")
- **Source/Destination Unit[3]** – Stack unit.

Note: The maximum number of user-defined configuration files is limited only by available flash memory space.

3. Stacking is not supported by this switch.

Downloading Configuration Settings from a Server

You can download the configuration file under a new file name and then set it as the startup file, or you can specify the current startup configuration file as the destination file to directly replace it. Note that the file "Factory_Default_Config.cfg" can be copied to the TFTP server, but cannot be used as the destination on the switch.

Web – Click System, File Management, Copy Operation. Choose "tftp to startup-config" or "tftp to file," and enter the IP address of the TFTP server. Specify the name of the file to download, select a file on the switch to overwrite or specify a new file name, and then click Apply.

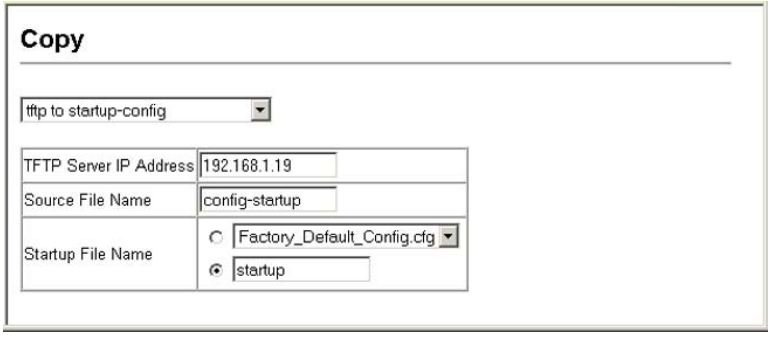


Figure 3-12 Downloading Configuration Settings for Start-Up

If you download to a new file name using "tftp to startup-config" or "tftp to file," the file is automatically set as the start-up configuration file. To use the new settings, reboot the system via the System/Reset menu. You can also select any configuration file as the start-up configuration by using the System/File Management/Set Start-Up page.

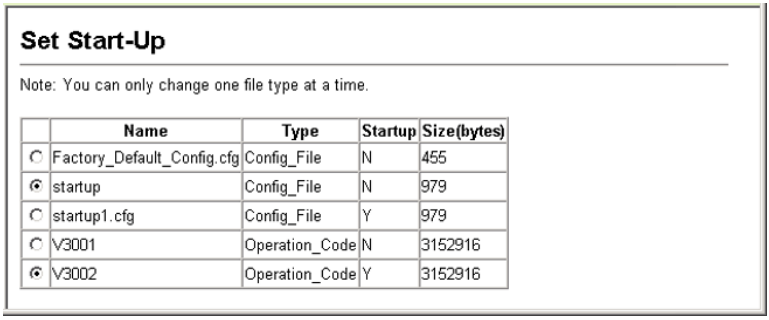


Figure 3-13 Setting the Startup Configuration Settings

CLI – Enter the IP address of the TFTP server, specify the source file on the server, set the startup file name on the switch, and then restart the switch.

```
Console#copy tftp startup-config                                    4-87
TFTP server ip address: 192.168.1.19
Source configuration file name: config-1
Startup configuration file name [] : startup
\Write to FLASH Programming.
-Write to FLASH finish.
Success.

Console#reload
```

To select another configuration file as the start-up configuration, use the **boot system** command and then restart the switch.

```
Console#config
Console(config)#boot system config: startup                         4-93
Console(config)#exit
Console#reload                                                      4-30
```

Console Port Settings

You can access the onboard configuration program by attaching a VT100 compatible device to the switch's serial console port. Management access through the console port is controlled by various parameters, including a password, timeouts, and basic communication settings. These parameters can be configured via the web or CLI interface.

Command Attributes

- **Login Timeout** – Sets the interval that the system waits for a user to log into the CLI. If a login attempt is not detected within the timeout interval, the connection is terminated for the session. (Range: 0 - 300 seconds; Default: 0)
- **Exec Timeout** – Sets the interval that the system waits until user input is detected. If user input is not detected within the timeout interval, the current session is terminated. (Range: 0 - 65535 seconds; Default: 0 seconds)
- **Password Threshold** – Sets the password intrusion threshold, which limits the number of failed logon attempts. When the logon attempt threshold is reached, the system interface becomes silent for a specified amount of time (set by the Silent Time parameter) before allowing the next logon attempt. (Range: 0-120; Default: 3 attempts)
- **Silent Time** – Sets the amount of time the management console is inaccessible after the number of unsuccessful logon attempts has been exceeded. (Range: 0-65535; Default: 0)
- **Data Bits** – Sets the number of data bits per character that are interpreted and generated by the console port. If parity is being generated, specify 7 data bits per character. If no parity is required, specify 8 data bits per character. (Default: 8 bits)
- **Parity** – Defines the generation of a parity bit. Communication protocols provided by some terminals can require a specific parity bit setting. Specify Even, Odd, or None. (Default: None)
- **Speed** – Sets the terminal line's baud rate for transmit (to terminal) and receive (from terminal). Set the speed to match the baud rate of the device connected to the serial port. (Range: 9600, 19200, 38400, 57600, or 115200 baud, Auto; Default: Auto)
- **Stop Bits** – Sets the number of the stop bits transmitted per byte. (Range: 1-2; Default: 1 stop bit)

- **Password**[4] – Specifies a password for the line connection. When a connection is started on a line with password protection, the system prompts for the password. If you enter the correct password, the system shows a prompt. (Default: No password)
- **Login**[4] – Enables password checking at login. You can select authentication by a single global password as configured for the Password parameter, or by passwords set up for specific user-name accounts. (Default: Local)

Web – Click System, Line, Console. Specify the console port connection parameters as required, then click Apply.

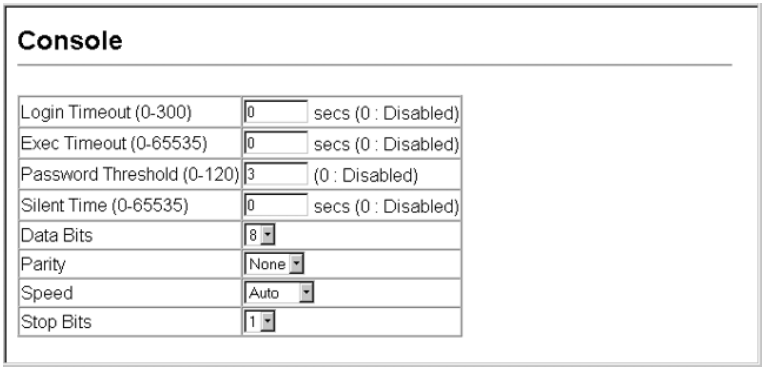


Figure 3-14 Configuring the Console Port

4. CLI only.

CLI – Enter Line Configuration mode for the console, then specify the connection parameters as required. To display the current console port settings, use the **show line** command from the Normal Exec level.

```
Console(config)#line console                                    4-15
Console(config-line)#login local                                4-16
Console(config-line)#password 0 secret                          4-17
Console(config-line)#timeout login response 0                   4-18
Console(config-line)#exec-timeout 0                             4-19
Console(config-line)#password-thresh 5                          4-20
Console(config-line)#silent-time 60                             4-21
Console(config-line)#databits 8                                 4-22
Console(config-line)#parity none                                4-23
Console(config-line)#speed auto                                 4-23
Console(config-line)#stopbits 1                                 4-24
Console(config-line)#end
Console#show line console                                       4-25
 Console configuration:
  Password threshold:  5 times
  Interactive timeout: Disabled
  Login timeout:       Disabled
  Silent time:         60
  Baudrate:            auto
  Databits:            8
  Parity:              none
  Stopbits:            1
Console#
```

Telnet Settings

You can access the onboard configuration program over the network using Telnet (i.e., a virtual terminal). Management access via Telnet can be enabled/disabled and other various parameters set, including the TCP port number, timeouts, and a password. These parameters can be configured via the web or CLI interface.

Command Attributes

- **Telnet Status** – Enables or disables Telnet access to the switch. (Default: Enabled)
- **Telnet Port Number** – Sets the TCP port number for Telnet on the switch. (Default: 23)
- **Login Timeout** – Sets the interval that the system waits for a user to log into the CLI. If a login attempt is not detected within the timeout

interval, the connection is terminated for the session. (Range: 0 - 300 seconds; Default: 300 seconds)

- **Exec Timeout** – Sets the interval that the system waits until user input is detected. If user input is not detected within the timeout interval, the current session is terminated. (Range: 0 - 65535 seconds; Default: 600 seconds)
- **Password Threshold** – Sets the password intrusion threshold, which limits the number of failed logon attempts. When the logon attempt threshold is reached, the system interface becomes silent for a specified amount of time (set by the Silent Time parameter) before allowing the next logon attempt. (Range: 0-120; Default: 3 attempts)
- **Password**[5] – Specifies a password for the line connection. When a connection is started on a line with password protection, the system prompts for the password. If you enter the correct password, the system shows a prompt. (Default: No password)
- **Login**[5] – Enables password checking at login. You can select authentication by a single global password as configured for the Password parameter, or by passwords set up for specific user-name accounts. (Default: Local)

Web – Click System, Line, Telnet. Specify the connection parameters for Telnet access, then click Apply.

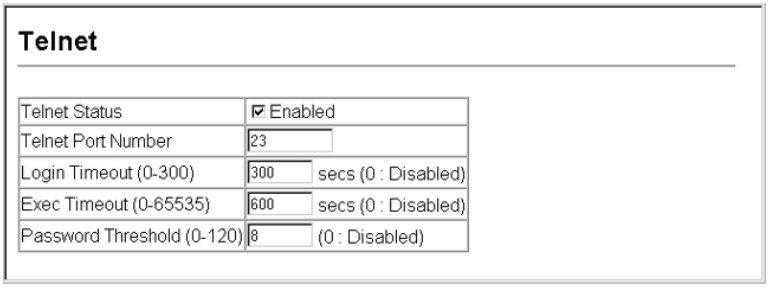


Figure 3-15 Configuring the Telnet Interface

5. CLI only.

CLI – Enter Line Configuration mode for a virtual terminal, then specify the connection parameters as required. To display the current virtual terminal settings, use the **show line** command from the Normal Exec level.

```
Console(config)#line vty                                          4-15
Console(config-line)#login local                                  4-16
Console(config-line)#password 0 secret                            4-17
Console(config-line)#timeout login response 300                   4-18
Console(config-line)#exec-timeout 600                             4-19
Console(config-line)#password-thresh 3                            4-20
Console(config-line)#end
Console#show line vty                                             4-25
 VTY configuration:
  Password threshold:  3 times
  Interactive timeout: 600 sec
  Login timeout:       300 sec
Console#
```

Configuring Event Logging

The switch allows you to control the logging of error messages, including the type of events that are recorded in switch memory, logging to a remote System Log (syslog) server, and displays a list of recent event messages.

System Log Configuration

The system allows you to enable or disable event logging, and specify which levels are logged to RAM or flash memory.

Severe error messages that are logged to flash memory are permanently stored in the switch to assist in troubleshooting network problems. Up to 4096 log entries can be stored in the flash memory, with the oldest entries being overwritten first when the available log memory (256 kilobytes) has been exceeded.

The System Logs page allows you to configure and limit system messages that are logged to flash or RAM memory. The default is for event levels 0 to 3 to be logged to flash and levels 0 to 7 to be logged to RAM.

Command Attributes

- **System Log Status** – Enables/disables the logging of debug or error messages to the logging process. (Default: Enabled)
- **Flash Level** – Limits log messages saved to the switch's permanent flash memory for all levels up to the specified level. For example, if level 3 is specified, all messages from level 0 to level 3 will be logged to flash. (Range: 0-7, Default: 3)

Table 3-3 Logging Levels

Level	Level Name	Description
7	Debug	Debugging messages
6	Informational	Informational messages only
5	Notice	Normal but significant condition, such as cold start
4	Warning	Warning conditions (e.g., return false, unexpected return)
3	Error	Error conditions (e.g., invalid input, default used)
2	Critical	Critical conditions (e.g., memory allocation, or free memory error - resource exhausted)
1	Alert	Immediate action needed
0	Emergency	System unusable

* There are only Level 2, 5 and 6 error messages for the current firmware release.

- **RAM Level** – Limits log messages saved to the switch's temporary RAM memory for all levels up to the specified level. For example, if level 7 is specified, all messages from level 0 to level 7 will be logged to RAM. (Range: 0-7, Default: 7)

Note: The Flash Level must be equal to or less than the RAM Level.

Web – Click System, Logs, System Logs. Specify System Log Status, set the level of event messages to be logged to RAM and flash memory, then click Apply.

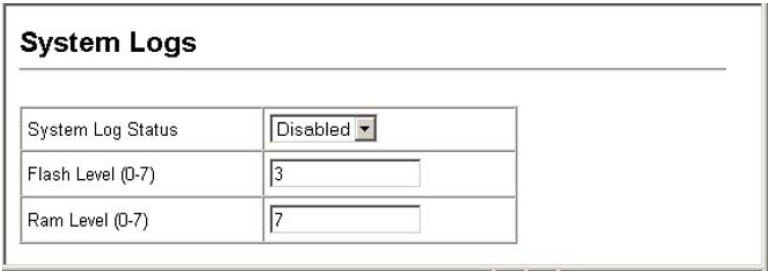


Figure 3-16 System Logs

CLI – Enable system logging and then specify the level of messages to be logged to RAM and flash memory. Use the **show logging** command to display the current settings.

```
Console(config)#logging on                                    4-59
Console(config)#logging history ram 0                         4-60
Console(config)#exit
Console#show logging ram                                      4-64
Syslog logging:           Disabled
History logging in RAM: level emergencies
Console#
```

Remote Log Configuration

The Remote Logs page allows you to configure the logging of messages that are sent to syslog servers or other management stations. You can also limit the event messages sent to only those messages at or above a specified level.

Command Attributes

- **Remote Log Status** – Enables/disables the logging of debug or error messages to the remote logging process. (Default: Disabled)
- **Logging Facility** – Sets the facility type for remote logging of syslog messages. There are eight facility types specified by values of 16 to 23.

The facility type is used by the syslog server to dispatch log messages to an appropriate service.

The attribute specifies the facility type tag sent in syslog messages. (See RFC 3164.) This type has no effect on the kind of messages reported by the switch. However, it may be used by the syslog server to process messages, such as sorting or storing messages in the corresponding database. (Range: 16-23, Default: 23)

- **Logging Trap** – Limits log messages that are sent to the remote syslog server for all levels up to the specified level. For example, if level 3 is specified, all messages from level 0 to level 3 will be sent to the remote server. (Range: 0-7, Default: 7)
- **Host IP List** – Displays the list of remote server IP addresses that will receive syslog messages. The maximum number of host IP addresses allowed is five.
- **Host IP Address** – Specifies a new server IP address to add to the Host IP List.

Web – Click System, Logs, Remote Logs. To add an IP address to the Host IP List, type the new IP address in the Host IP Address box, and then click Add. To delete an IP address, click the entry in the Host IP List, and then click Remove.

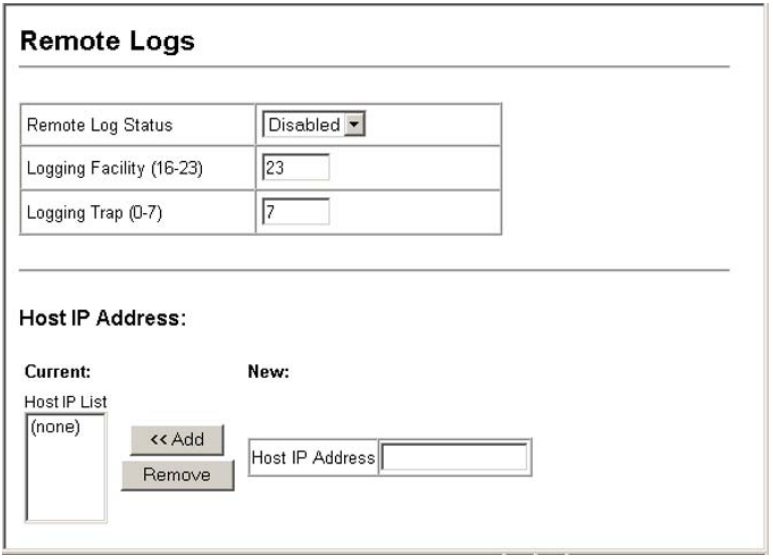


Figure 3-17 Remote Logs

CLI – Enter the syslog server host IP address, choose the facility type and set the logging trap.

```
Console(config)#logging host 10.1.0.9                              4-61
Console(config)#logging facility 23                                4-62
Console(config)#logging trap 4                                     4-63
Console(config)#logging trap
Console(config)#exit
Console#show logging trap                                          4-64
Syslog logging:              Enabled
REMOTELOG status:            Disabled
REMOTELOG facility type:     local use 7
REMOTELOG level type:        Warning conditions
REMOTELOG server ip address: 10.1.0.9
REMOTELOG server ip address: 0.0.0.0
REMOTELOG server ip address: 0.0.0.0
REMOTELOG server ip address: 0.0.0.0
REMOTELOG server ip address: 0.0.0.0
Console#
```

Displaying Log Messages

Use the Logs page to scroll through the logged system and event messages. The switch can store up to 2048 log entries in temporary random access memory (RAM; i.e., memory flushed on power reset) and up to 4096 entries in permanent flash memory.

Web – Click System, Log, Logs.

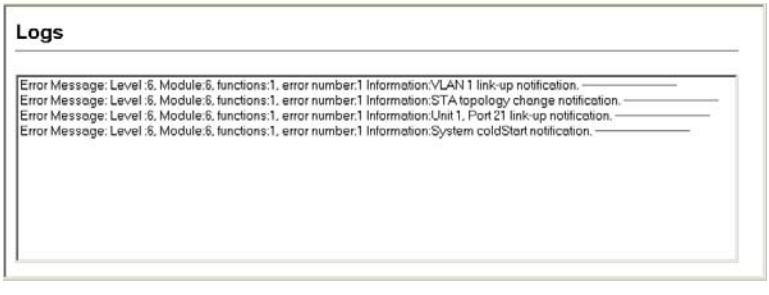

Logs
Error Message: Level :6, Module:6, functions:1, error number:1 Information:VLAN 1 link-up notification.
Error Message: Level :6, Module:6, functions:1, error number:1 Information:STA topology change notification.
Error Message: Level :6, Module:6, functions:1, error number:1 Information:Unit 1, Port 21 link-up notification.
Error Message: Level :6, Module:6, functions:1, error number:1 Information:System coldStart notification.

Figure 3-18 Displaying Logs

CLI – This example shows the event message stored in RAM.

```
Console#show log ram                                          4-66
[1] 00:01:30 2001-01-01
   "VLAN 1 link-up notification."
   level: 6, module: 5, function: 1, and event no.: 1
[0] 00:01:30 2001-01-01
   "Unit 1, Port  1 link-up notification."
   level: 6, module: 5, function: 1, and event no.: 1
Console#
```

Sending Simple Mail Transfer Protocol Alerts

To alert system administrators of problems, the switch can use SMTP (Simple Mail Transfer Protocol) to send email messages when triggered by logging events of a specified level. The messages are sent to specified SMTP servers on the network and can be retrieved using POP or IMAP clients.

Command Attributes

- **Admin Status** – Enables/disables the SMTP function. (Default: Enabled)
- **Email Source Address** – Sets the email address used for the "From" field in alert messages. You may use a symbolic email address that identifies the switch, or the address of an administrator responsible for the switch.
- **Severity** – Sets the syslog severity threshold level (see table on page 3-39) used to trigger alert messages. All events at this level or higher will be sent to the configured email recipients. For example, using Level 7 will report all events from level 7 to level 0. (Default: Level 7)
- **SMTP Server List** – Specifies a list of up to three recipient SMTP servers. The switch attempts to connect to the other listed servers if the first fails. Use the New SMTP Server text field and the Add/Remove buttons to configure the list.

- **Email Destination Address List** – Specifies the email recipients of alert messages. You can specify up to five recipients. Use the New Email Destination Address text field and the Add/Remove buttons to configure the list.

Web – Click System, Log, SMTP. Enable SMTP, specify a source email address, and select the minimum severity level. To add an IP address to the SMTP Server List, type the new IP address in the SMTP Server field and click Add. To delete an IP address, click the entry in the SMTP Server List and click Remove. Specify up to five email addresses to receive the alert messages, and click Apply.

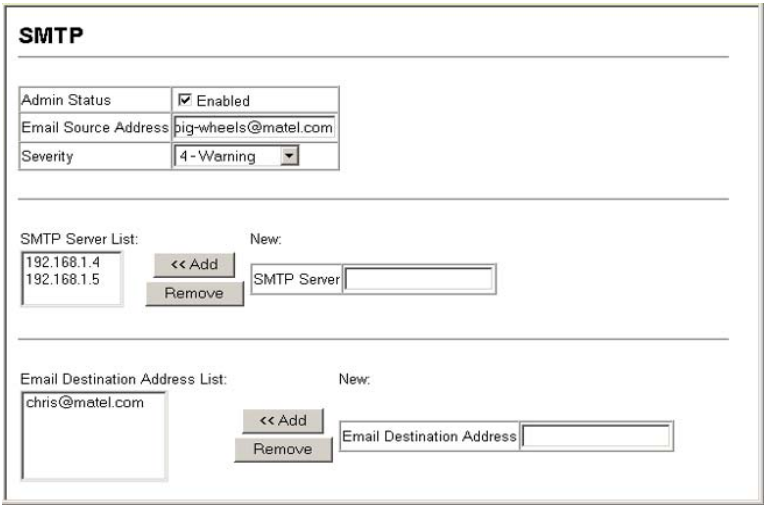


Figure 3-19 Enabling and Configuring SMTP Alerts

CLI – Enter the IP address of at least one SMTP server, set the syslog severity level to trigger an email message, and specify the switch (source) and up to five recipient (destination) email addresses. Enable SMTP with the **logging sendmail** command to complete the configuration. Use the **show logging sendmail** command to display the current SMTP configuration.

```
Console(config)#logging sendmail host 192.168.1.4              4-68
Console(config)#logging sendmail level 3                       4-69
Console(config)#logging sendmail source-email
   big-wheels@matel.com                                        4-69
Console(config)#logging sendmail destination-email
   chris@matel.com                                             4-70
Console(config)#logging sendmail                               4-71
Console(config)#exit
Console#show logging sendmail                                  4-71
SMTP servers
-------------------------------------------
  1. 192.168.1.4

SMTP minimum severity level: 4

SMTP destination email addresses
-------------------------------------------
  1. chris@matel.com

SMTP source email address: big-wheels@matel.com

SMTP status:               Enabled
Console#
```

Resetting the System

Web – Click System, Reset. Click the Reset button to restart the switch. When prompted, confirm that you want reset the switch.

Figure 3-20 Resetting the System

CLI – Use the reload command to restart the switch.

```
Console#reload                                                    4-30
System will be restarted, continue <y/n>?
```

Note: When restarting the system, it will always run the Power-On Self-Test.

Setting the System Clock

Simple Network Time Protocol (SNTP) allows the switch to set its internal clock based on periodic updates from a time server (SNTP or NTP). Maintaining an accurate time on the switch enables the system log to record meaningful dates and times for event entries. You can also manually set the clock using the CLI. (See "calendar set" on page 4-77.) If the clock is not set, the switch will only record the time from the factory default set at the last bootup.

When the SNTP client is enabled, the switch periodically sends a request for a time update to a configured time server. You can configure up to three time server IP addresses. The switch will attempt to poll each server in the configured sequence.

Configuring SNTP

You can configure the switch to send time synchronization requests to time servers.

Command Attributes

- **SNTP Client** – Configures the switch to operate as an SNTP client. This requires at least one time server to be specified in the SNTP Server field. (Default: Disabled)
- **SNTP Poll Interval** – Sets the interval between sending requests for a time update from a time server. (Range: 16-16384 seconds; Default: 16 seconds)

- **SNTP Server** – Sets the IP address for up to three time servers. The switch attempts to update the time from the first server, if this fails it attempts an update from the next server in the sequence.

Web – Select SNTP, Configuration. Modify any of the required parameters, and click Apply.

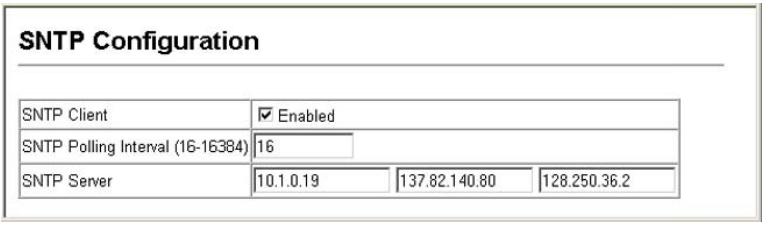


Figure 3-21 SNTP Configuration

CLI – This example configures the switch to operate as an SNTP client and then displays the current time and settings.

```
Console(config)#sntp client                                          4-72
Console(config)#sntp poll 16                                         4-74
Console(config)#sntp server 10.1.0.19 137.82.140.80
 128.250.36.2                                                        4-73
Console(config)#exit
Console#show sntp                                                    4-75
Current time:  Jan  6 14:56:05 2004
Poll interval: 60
Current  mode:  unicast
SNTP status : Enabled
SNTP server 10.1.0.19 137.82.140.80 128.250.36.2
Current server: 128.250.36.2
Console#
```

Setting the Time Zone

SNTP uses Coordinated Universal Time (or UTC, formerly Greenwich Mean Time, or GMT) based on the time at the Earth's prime meridian, zero degrees longitude. To display a time corresponding to your local time, you must indicate the number of hours and minutes your time zone is east (before) or west (after) of UTC.

Command Attributes

- **Current Time** – Displays the current time.
- **Name** – Assigns a name to the time zone. (Range: 1-29 characters)
- **Hours (0-13)** – The number of hours before/after UTC.
- **Minutes (0-59)** – The number of minutes before/after UTC.
- **Direction** – Configures the time zone to be before (east) or after (west) UTC.

Web – Select SNTP, Clock Time Zone. Set the offset for your time zone relative to the UTC, and click Apply.

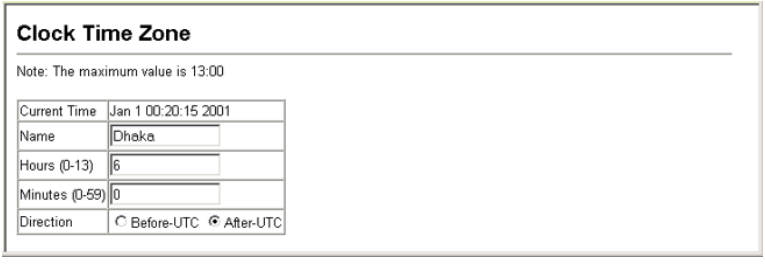


Figure 3-22 Clock Time Zone

CLI - This example shows how to set the time zone for the system clock.

```
Console(config)#clock timezone Dhaka hours 6 minute 0 after-UTC    4-76
Console(config)#
```

Simple Network Management Protocol

Simple Network Management Protocol (SNMP) is a communication protocol designed specifically for managing devices on a network. Equipment commonly managed with SNMP includes switches, routers and host computers. SNMP is typically used to configure these devices for proper operation in a network environment, as well as to monitor them to evaluate performance or detect potential problems.

Managed devices supporting SNMP contain software, which runs locally on the device and is referred to as an agent. A defined set of variables, known as managed objects, is maintained by the SNMP agent and used to manage the device. These objects are defined in a Management Information Base (MIB) that provides a standard presentation of the information controlled by the agent. SNMP defines both the format of the MIB specifications and the protocol used to access this information over the network.

The switch includes an onboard agent that supports SNMP versions 1, 2c, and 3. This agent continuously monitors the status of the switch hardware, as well as the traffic passing through its ports. A network management station can access this information using software such as SMC EliteView. Access to the onboard agent from clients using SNMP v1 and v2c is controlled by community strings. To communicate with the switch, the management station must first submit a valid community string for authentication.

Access to the switch using from clients using SNMPv3 provides additional security features that cover message integrity, authentication, and encryption; as well as controlling user access to specific areas of the MIB tree.

The SNMPv3 security structure consists of security models, with each model having it's own security levels. There are three security models defined, SNMPv1, SNMPv2c, and SNMPv3. Users are assigned to

"groups" that are defined by a security model and specified security levels. Each group also has a defined security access to set of MIB objects for reading and writing, which are known as "views." The switch has a default view (all MIB objects) and default groups defined for security models v1 and v2c. The following table shows the security models and levels available and the system default settings.

Table 3-4 SNMPv3 Security Models and Levels

Model	Level	Group	Read View	Write View	Notify View	Security
v1	noAuthNoPriv	public (read only)	defaultview	none	none	Community string only
v1	noAuthNoPriv	private (read/ write)	defaultview	defaultview	none	Community string only
v1	noAuthNoPriv	*user defined*	*user defined*	*user defined*	*user defined*	Community string only
v2c	noAuthNoPriv	public (read only)	defaultview	none	none	Community string only
v2c	noAuthNoPriv	private (read/ write)	defaultview	defaultview	none	Community string only
v2c	noAuthNoPriv	*user defined*	*user defined*	*user defined*	*user defined*	Community string only
v3	noAuthNoPriv	*user defined*	*user defined*	*user defined*	*user defined*	A user name match only

Table 3-4 SNMPv3 Security Models and Levels (Continued)

Model	Level	Group	Read View	Write View	Notify View	Security
v3	AuthNoPriv	*user defined*	*user defined*	*user defined*	*user defined*	Provides user authentication via MD5 or SHA algorithms
v3	AuthPriv	*user defined*	*user defined*	*user defined*	*user defined*	Provides user authentication via MD5 or SHA algorithms and data privacy using DES 56-bit encryption

Note: The predefined default groups and view can be deleted from the system. You can then define customized groups and views for the SNMP clients that require access.

Enabling the SNMP Agent

Enables SNMPv3 service for all management clients (i.e., versions 1, 2c, 3).

Command Attributes

SNMP Agent Status – Enables SNMP on the switch.

Web – Click SNMP, Agent Status. Enable the SNMP Agent by marking the Enabled checkbox, and click Apply.

Figure 3-23 Enabling the SNMP Agent

CLI – The following example enables SNMP on the switch.

```
Console(config)#snmp-server                                    4-151
Console(config)#
```

Setting Community Access Strings

You may configure up to five community strings authorized for management access by clients using SNMP v1 and v2c. All community strings used for IP Trap Managers should be listed in this table. For security reasons, you should consider removing the default strings.

Command Attributes

- **SNMP Community Capability** – The switch supports up to five community strings.
- **Current** – Displays a list of the community strings currently configured.

- **Community String** – A community string that acts like a password and permits access to the SNMP protocol.
  Default strings: "public" (read-only), "private" (read/write)
  Range: 1-32 characters, case sensitive
- **Access Mode** – Specifies the access rights for the community string:
  - **Read-Only** – Authorized management stations are only able to retrieve MIB objects.
  - **Read/Write** – Authorized management stations are able to both retrieve and modify MIB objects.

Web – Click SNMP, Configuration. Add new community strings as required, select the access rights from the Access Mode drop-down list, then click Add.

Figure 3-24 Configuring SNMP Community Strings

CLI – The following example adds the string "spiderman" with read/write access.

```
Console(config)#snmp-server community spiderman rw              4-153
Console(config)#
```

Specifying Trap Managers and Trap Types

Traps indicating status changes are issued by the switch to specified trap managers. You must specify trap managers so that key events are reported by this switch to your management station (using network management platforms such as SMC EliteView). You can specify up to five management stations that will receive authentication failure messages and other trap messages from the switch.

Command Usage

- If you specify an SNMP Version 3 host, then the "Trap Manager Community String" is interpreted as an SNMP user name. If you use V3 authentication or encryption options (authNoPriv or authPriv), the user name must first be defined in the SNMPv3 Users page (page 3-61). Otherwise, the authentication password and/or privacy password will not exist, and the switch will not authorize SNMP access for the host. However, if you specify a V3 host with the no authentication (noAuth) option, an SNMP user account will be automatically generated, and the switch will authorize SNMP access for the host.
- Notifications are issued by the switch as trap messages by default. The recipient of a trap message does not send a response to the switch. Traps are therefore not as reliable as inform messages, which include a request for acknowledgement of receipt. Informs can be used to ensure that critical information is received by the host. However, note that informs consume more system resources because they must be kept in memory until a response is received. Informs also add to network traffic. You should consider these effects when deciding whether to issue notifications as traps or informs.

To send an inform to a SNMPv2c host, complete these steps:

1. Enable the SNMP agent (page 3-53).
2. Enable trap informs as described in the following pages.
3. Create a view with the required notification messages (page 3-72).
4. Create a group that includes the required notify view (page 3-66).

To send an inform to a SNMPv3 host, complete these steps:

1. Enable the SNMP agent (page 3-53).
2. Enable trap informs as described in the following pages.
3. Create a view with the required notification messages (page 3-72).
4. Create a group that includes the required notify view (page 3-66).
5. Specify a remote engine ID where the user resides (page 3-60).
6. Then configure a remote user (page 3-63).

Command Attributes

- **Trap Manager Capability** – This switch supports up to five trap managers.
- **Current** – Displays a list of the trap managers currently configured.
- **Trap Manager IP Address** – IP address of a new management station to receive notification messages.
- **Trap Manager Community String** – Specifies a valid community string for the new trap manager entry. Though you can set this string in the Trap Managers table, we recommend that you define this string in the SNMP Configuration page (for Version 1 or 2c clients), or define a corresponding "User Name" in the SNMPv3 Users page (for Version 3 clients). (Range: 1-32 characters, case sensitive)
- **Trap UDP Port** – Specifies the UDP port number used by the trap manager.
- **Trap Version** – Indicates if the user is running SNMP v1, v2c, or v3. (Default: v1)
- **Trap Security Level** – When trap version 3 is selected, you must specify one of the following security levels. (Default: noAuthNoPriv)
  - **noAuthNoPriv** – There is no authentication or encryption used in SNMP communications.
  - **AuthNoPriv** – SNMP communications use authentication, but the data is not encrypted (only available for the SNMPv3 security model).
  - **AuthPriv** – SNMP communications use both authentication and encryption (only available for the SNMPv3 security model).

- **Trap Inform** – Notifications are sent as inform messages. Note that this option is only available for version 2c and 3 hosts. (Default: traps are used)
  - **Timeout** – The number of seconds to wait for an acknowledgment before resending an inform message. (Range: 0-2147483647 centiseconds; Default: 1500 centiseconds)
  - **Retry times** – The maximum number of times to resend an inform message if the recipient does not acknowledge receipt. (Range: 0-255; Default: 3)
- **Enable Authentication Traps**[6] – Issues a notification message to specified IP trap managers whenever authentication of an SNMP request fails. (Default: Enabled)
- **Enable Link-up and Link-down Traps**[6] – Issues a notification message whenever a port link is established or broken. (Default: Enabled)

6. These are legacy notifications and therefore when used for SNMP Version 3 hosts, they must be enabled in conjunction with the corresponding entries in the Notification View (page 3-66).

Web – Click SNMP, Configuration. Enter the IP address and community string for each management station that will receive trap messages, specify the UDP port, SNMP version, trap security level (for v3 clients), trap inform settings (for v2c/v3 clients), and then click Add. Select the trap types required using the check boxes for Authentication and Link-up/down traps, and then click Apply.

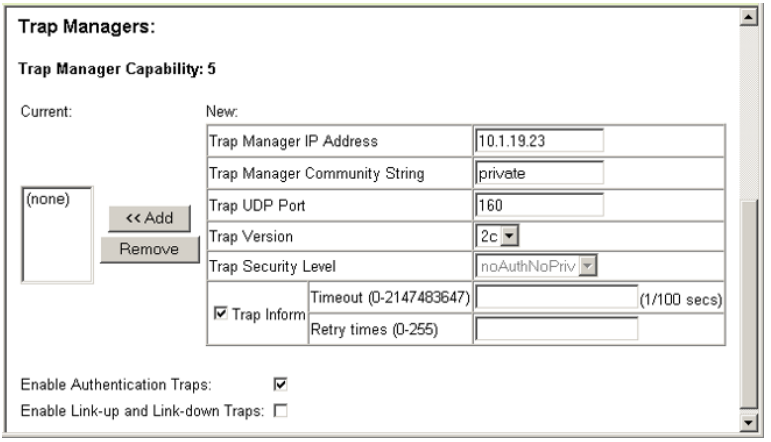


Figure 3-25 Configuring SNMP Trap Managers

CLI – This example adds a trap manager and enables authentication traps.

```
Console(config)#snmp-server host 10.1.19.23 private version 2c
 udp-port 162                                                  4-155
Console(config)#snmp-server enable traps authentication       4-158
```

Configuring SNMPv3 Management Access

To configure SNMPv3 management access to the switch, follow these steps:

1. If you want to change the default engine ID, do so before configuring other SNMP parameters.
2. Specify read and write access views for the switch MIB tree.

3. Configure SNMP user groups with the required security model (i.e., SNMP v1, v2c or v3) and security level (i.e., authentication and privacy).
4. Assign SNMP users to groups, along with their specific authentication and privacy passwords.

Setting a Local Engine ID

An SNMPv3 engine is an independent SNMP agent that resides on the switch. This engine protects against message replay, delay, and redirection. The engine ID is also used in combination with user passwords to generate the security keys for authenticating and encrypting SNMPv3 packets.

A local engine ID is automatically generated that is unique to the switch. This is referred to as the default engine ID. If the local engineID is deleted or changed, all SNMP users will be cleared. You will need to reconfigure all existing users.

A new engine ID can be specified by entering 10 to 64 hexadecimal characters. If less than 26 characters are specified, trailing zeroes are added to the value. For example, the value "1234" is equivalent to "1234" followed by 60 zeroes.

Web – Click SNMP, SNMPv3, Engine ID. Enter an ID of up to 64 hexadecimal characters and then click Save.

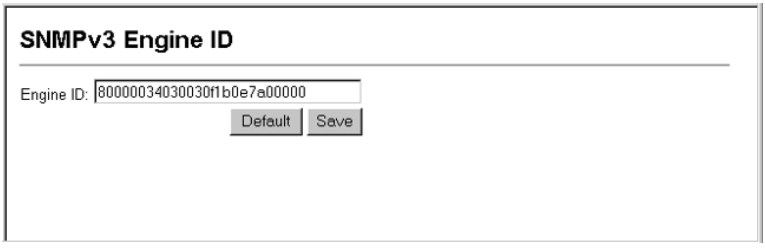


Figure 3-26 Setting the SNMPv3 Engine ID

CLI – This example sets an SNMPv3 engine ID.

```
Console(config)#snmp-server engine-id local 12345abcdef       4-159
Console(config)#exit
Console#show snmp engine-id                                   4-160
Local SNMP engineID: 8000002a8000000000e8666672
Local SNMP engineBoots: 1
Console#
```

Specifying a Remote Engine ID

To send inform messages to an SNMPv3 user on a remote device, you must first specify the engine identifier for the SNMP agent on the remote device where the user resides. The remote engine ID is used to compute the security digest for authenticating and encrypting packets sent to a user on the remote host.

SNMP passwords are localized using the engine ID of the authoritative agent. For informs, the authoritative SNMP agent is the remote agent. You therefore need to configure the remote agent's SNMP engine ID before you can send proxy requests or informs to it. (See "Specifying Trap Managers and Trap Types" on page 3-55 and "Configuring Remote SNMPv3 Users" on page 3-63.)

The engine ID can be specified by entering 10 to 64 hexadecimal characters. If less than 26 characters are specified, trailing zeroes are added to the value. For example, the value "1234" is equivalent to "1234" followed by 60 zeroes.

Web – Click SNMP, SNMPv3, Remote Engine ID. Enter an ID of up to 64 hexadecimal characters and then click Save.

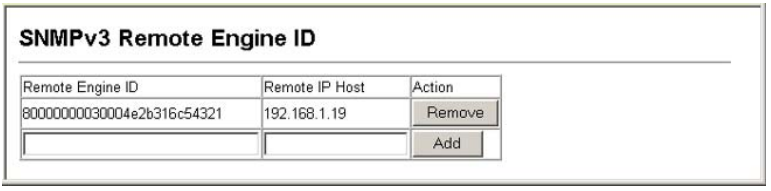


Figure 3-27 Setting an Engine ID

CLI – This example specifies a remote SNMPv3 engine ID.

```
Console(config)#snmp-server engine-id remote
 192.168.1.19 12345abcdef                                    4-159
Console(config)#exit
Console#show snmp engine-id                                  4-160
Local SNMP EngineID: 12345abcdef000000000000000
Local SNMP EngineBoots: 1

Remote SNMP engineID                                    IP address
12345abcdef0                                            192.168.1.19
Console#
```

Configuring SNMPv3 Users

Each SNMPv3 user is defined by a unique name. Users must be configured with a specific security level and assigned to a group. The SNMPv3 group restricts users to a specific read, write, or notify view.

Command Attributes

- **User Name** – The name of user connecting to the SNMP agent. (Range: 1-32 characters)
- **Group Name** – The name of the SNMP group to which the user is assigned. (Range: 1-32 characters)
- **Security Model** – The user security model; SNMP v1, v2c or v3.
- **Security Level** – The security level used for the user:
  - noAuthNoPriv – There is no authentication or encryption used in SNMP communications. (This is the default for SNMPv3.)
  - AuthNoPriv – SNMP communications use authentication, but the data is not encrypted (only available for the SNMPv3 security model).
  - AuthPriv – SNMP communications use both authentication and encryption (only available for the SNMPv3 security model).
- **Authentication Protocol** – The method used for user authentication. (Options: MD5, SHA; Default: MD5)
- **Authentication Password** – A minimum of eight plain text characters is required.
- **Privacy Protocol** – The encryption algorithm use for data privacy; only 56-bit DES is currently available.

- **Privacy Password** – A minimum of eight plain text characters is required.
- **Actions** – Enables the user to be assigned to another SNMPv3 group.

Web – Click SNMP, SNMPv3, Users. Click New to configure a user name. In the New User page, define a name and assign it to a group, then click Add to save the configuration and return to the User Name list. To delete a user, check the box next to the user name, then click Delete. To change the assigned group of a user, click Change Group in the Actions column of the users table and select the new group.

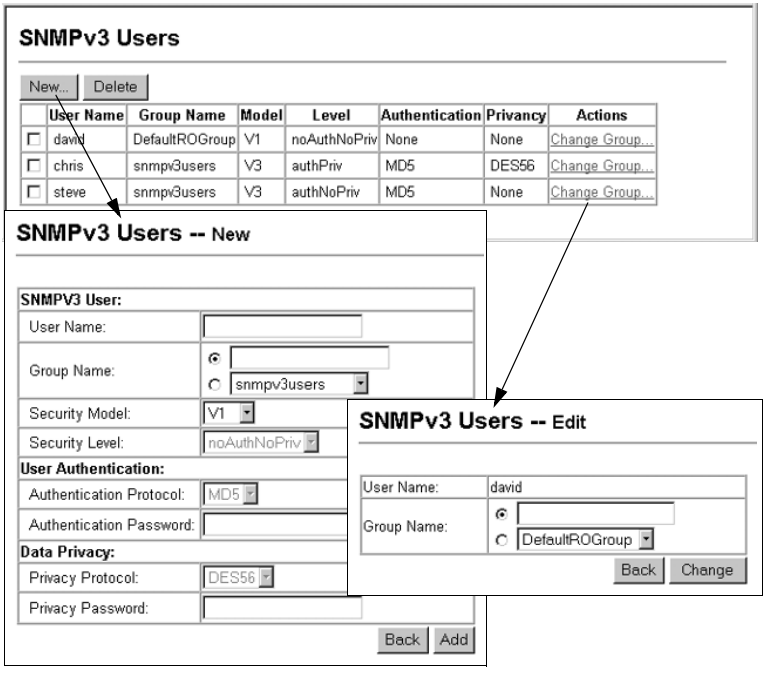


Figure 3-28 Configuring SNMPv3 Users

CLI – Use the **snmp-server user** command to configure a new user name and assign it to a group.

```
Console(config)#snmp-server user chris r&d v3 auth md5
 greenpeace priv des56 einstien                                    4-166
Console(config)#exit
Console#show snmp user                                             4-168
EngineId: 12345abcdef000000000000000
User Name: chris
Authentication Protocol: MD5
Privacy Protocol: des56
Storage Type: nonvolatile
Row Status: active

SNMP remote user
Console#
```

Configuring Remote SNMPv3 Users

Each SNMPv3 user is defined by a unique name. Users must be configured with a specific security level and assigned to a group. The SNMPv3 group restricts users to a specific read and a write view.

To send inform messages to an SNMPv3 user on a remote device, you must first specify the engine identifier for the SNMP agent on the remote device where the user resides. The remote engine ID is used to compute the security digest for authenticating and encrypting packets sent to a user on the remote host. (See "Specifying Trap Managers and Trap Types" on page 3-55 and "Specifying a Remote Engine ID" on page 3-60.)

Command Attributes

- **User Name** – The name of user connecting to the SNMP agent. (Range: 1-32 characters)
- **Group Name** – The name of the SNMP group to which the user is assigned. (Range: 1-32 characters)
- **Engine ID** – The engine identifier for the SNMP agent on the remote device where the remote user resides. Note that the remote engine identifier must be specified before you configure a remote user. (See "Specifying a Remote Engine ID" on page 3-60.)
- **Remote IP** – The Internet address of the remote device where the user resides.
- **Security Model** – The user security model; SNMP v1, v2c or v3. (Default: v1)
- **Security Level** – The security level used for the user:
  - noAuthNoPriv – There is no authentication or encryption used in SNMP communications. (This is the default for SNMPv3.)
  - AuthNoPriv – SNMP communications use authentication, but the data is not encrypted (only available for the SNMPv3 security model).
  - AuthPriv – SNMP communications use both authentication and encryption (only available for the SNMPv3 security model).
- **Authentication Protocol** – The method used for user authentication. (Options: MD5, SHA; Default: MD5)
- **Authentication Password** – A minimum of eight plain text characters is required.
- **Privacy Protocol** – The encryption algorithm use for data privacy; only 56-bit DES is currently available.
- **Privacy Password** – A minimum of eight plain text characters is required.

Web – Click SNMP, SNMPv3, Remote Users. Click New to configure a user name. In the New User page, define a name and assign it to a group, then click Add to save the configuration and return to the User Name list. To delete a user, check the box next to the user name, then click Delete.

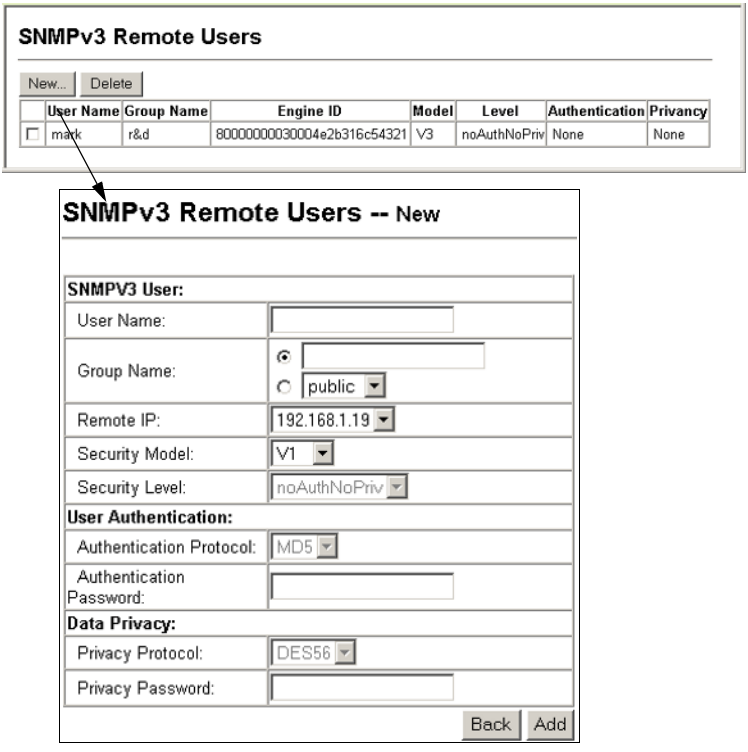


Figure 3-29 Configuring Remote SNMPv3 Users

CLI – Use the **snmp-server user** command to configure a new user name and assign it to a group.

```
Console(config)#snmp-server user mark r&d remote 192.168.1.19 v3
 auth md5 greenpeace priv des56 einstien                        4-166
Console(config)#exit
Console#show snmp user                                          4-168
No user exist.

SNMP remote user
EngineId: 12345abcdef0
User Name: mark
Authentication Protocol: MD5
Privacy Protocol: des56
Storage Type: nonvolatile
Row Status: active

Console#
```

Configuring SNMPv3 Groups

An SNMPv3 group sets the access policy for its assigned users, restricting them to specific read, write, and notify views. You can use the pre-defined default groups or create new groups to map a set of SNMP users to SNMP views.

Command Attributes

- **Group Name** – The name of the SNMP group. (Range: 1-32 characters)
- **Model** – The group security model; SNMP v1, v2c or v3.
- **Level** – The security level used for the group:
  - noAuthNoPriv – There is no authentication or encryption used in SNMP communications.
  - AuthNoPriv – SNMP communications use authentication, but the data is not encrypted (only available for the SNMPv3 security model).
  - AuthPriv – SNMP communications use both authentication and encryption (only available for the SNMPv3 security model).
- **Read View** – The configured view for read access. (Range: 1-64 characters)

- **Write View** – The configured view for write access. (Range: 1-64 characters)
- **Notify View** – The configured view for notifications. (Range: 1-64 characters)

Table 3-5 Supported Notification Messages

Object Label	Object ID	Description
RFC 1493 Traps		
newRoot	1.3.6.1.2.1.17.0.1	The newRoot trap indicates that the sending agent has become the new root of the Spanning Tree; the trap is sent by a bridge soon after its election as the new root, e.g., upon expiration of the Topology Change Timer immediately subsequent to its election.
topologyChange	1.3.6.1.2.1.17.0.2	A topologyChange trap is sent by a bridge when any of its configured ports transitions from the Learning state to the Forwarding state, or from the Forwarding state to the Discarding state. The trap is not sent if a newRoot trap is sent for the same transition.
SNMPv2 Traps		
coldStart	1.3.6.1.6.3.1.1.5.1	A coldStart trap signifies that the SNMPv2 entity, acting in an agent role, is reinitializing itself and that its configuration may have been altered.
warmStart	1.3.6.1.6.3.1.1.5.2	A warmStart trap signifies that the SNMPv2 entity, acting in an agent role, is reinitializing itself such that its configuration is unaltered.

Table 3-5 Supported Notification Messages (Continued)

Object Label	Object ID	Description
linkDown*	1.3.6.1.6.3.1.1.5.3	A linkDown trap signifies that the SNMP entity, acting in an agent role, has detected that the ifOperStatus object for one of its communication links is about to enter the down state from some other state (but not from the notPresent state). This other state is indicated by the included value of ifOperStatus.
linkUp*	1.3.6.1.6.3.1.1.5.4	A linkUp trap signifies that the SNMP entity, acting in an agent role, has detected that the ifOperStatus object for one of its communication links left the down state and transitioned into some other state (but not into the notPresent state). This other state is indicated by the included value of ifOperStatus.
authenticationFailure*	1.3.6.1.6.3.1.1.5.5	An authenticationFailure trap signifies that the SNMPv2 entity, acting in an agent role, has received a protocol message that is not properly authenticated. While all implementations of the SNMPv2 must be capable of generating this trap, the snmpEnableAuthenTraps object indicates whether this trap will be generated.
RMON Events (V2)		
risingAlarm	1.3.6.1.2.1.16.0.1	The SNMP trap that is generated when an alarm entry crosses its rising threshold and generates an event that is configured for sending SNMP traps.

Table 3-5 Supported Notification Messages (Continued)

Object Label	Object ID	Description
fallingAlarm	1.3.6.1.2.1.16.0.2	The SNMP trap that is generated when an alarm entry crosses its falling threshold and generates an event that is configured for sending SNMP traps.
Private Traps		
swPowerStatus ChangeTrap	1.3.6.1.4.1.259.6.10. 76.2.1.0.1	This trap is sent when the power state changes.
swFanFailureTrap	1.3.6.1.4.1.259.6.10. 76.2.1.0.17	This trap is sent when the fan fails.
swFanRecoverTrap	1.3.6.1.4.1.259.6.10. 76.2.1.0.18	This trap is sent when the fan failure has recovered.
swIpFilterRejectTrap	1.3.6.1.4.1.259.6.10. 76.2.1.0.40	This trap is sent when an incorrect IP address is rejected by the IP Filter.
swSmtpConnFailure Trap	1.3.6.1.4.1.259.6.10. 76.2.1.0.41	This trap is triggered if the SMTP system cannot open a connection to the mail server successfully.
swMainBoardVer MismatchNotificaiton	1.3.6.1.4.1.259.6.10. 76.2.1.0.56	This trap is sent when the slave board version is mismatched with the master board version. This trap binds two objects, the first object indicates the master version, whereas the second represents the slave version.
swModuleVer MismatchNotificaiton	1.3.6.1.4.1.259.6.10. 76.2.1.0.57	This trap is sent when the slide-in module version is mismatched with the main board version.
swThermalRising Notification	1.3.6.1.4.1.259.6.10. 76.2.1.0.58	This trap is sent when the temperature exceeds the switchThermalActionRisingThreshold.

Table 3-5 Supported Notification Messages (Continued)

Object Label	Object ID	Description
swThermalFalling Notification	1.3.6.1.4.1.259.6.10. 76.2.1.0.59	This trap is sent when the temperature falls below the switchThermalActionFallingThresh old.
swModuleInsertion Notificaiton	1.3.6.1.4.1.259.6.10. 76.2.1.0.60	This trap is sent when a module is inserted.
swModuleRemoval Notificaiton	1.3.6.1.4.1.259.6.10. 76.2.1.0.61	This trap is sent when a module is removed.

* These are legacy notifications and therefore must be enabled in conjunction with the corresponding traps on the SNMP Configuration menu (page 3-58).

Web – Click SNMP, SNMPv3, Groups. Click New to configure a new group. In the New Group page, define a name, assign a security model and level, and then select read, write, and notify views. Click Add to save the new group and return to the Groups list. To delete a group, check the box next to the group name, then click Delete.

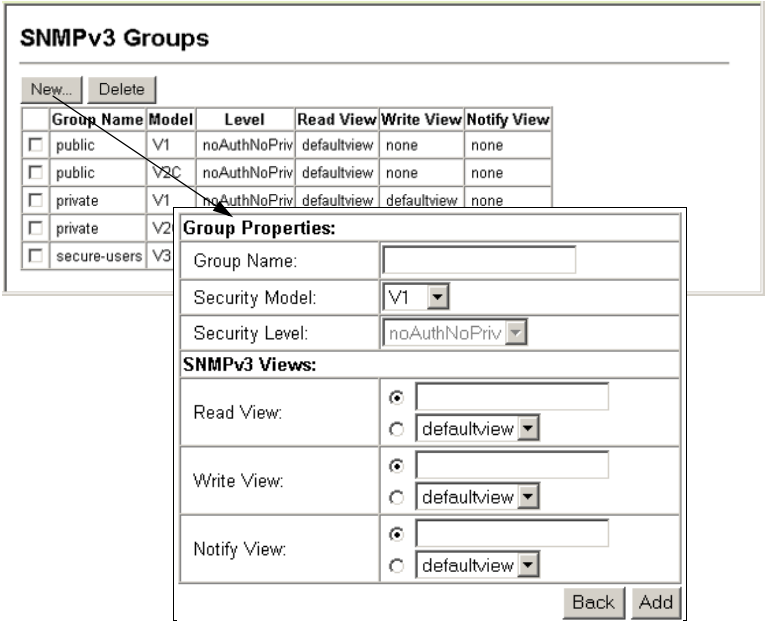


Figure 3-30 Configuring SNMPv3 Groups

CLI – Use the **snmp-server group** command to configure a new group, specifying the security model and level, and restricting MIB access to defined read and write views.

```
Console(config)#snmp-server group secure-users v3 priv read
 defaultview write defaultview notify defaultview            4-163
Console(config)#exit
Console#show snmp group                                      4-164
:
Group Name: secure-users
Security Model: v3
Read View: defaultview
Write View: defaultview
Notify View: defaultview
Storage Type: nonvolatile
Row Status: active

Console#
```

Setting SNMPv3 Views

SNMPv3 views are used to restrict user access to specified portions of the MIB tree. The predefined view "defaultview" includes access to the entire MIB tree.

Command Attributes

- **View Name** – The name of the SNMP view. (Range: 1-64 characters)
- **View OID Subtrees** – Shows the currently configured object identifiers of branches within the MIB tree that define the SNMP view.
- **Edit OID Subtrees** – Allows you to configure the object identifiers of branches within the MIB tree. Wild cards can be used to mask a specific portion of the OID string.
- **Type** – Indicates if the object identifier of a branch within the MIB tree is included or excluded from the SNMP view.

Web – Click SNMP, SNMPv3, Views. Click New to configure a new view. In the New View page, define a name and specify OID subtrees in the switch MIB to be included or excluded in the view. Click Back to save the new view and return to the SNMPv3 Views list. For a specific view, click on View OID Subtrees to display the current configuration, or click on Edit OID Subtrees to make changes to the view settings. To delete a view, check the box next to the view name, then click Delete.

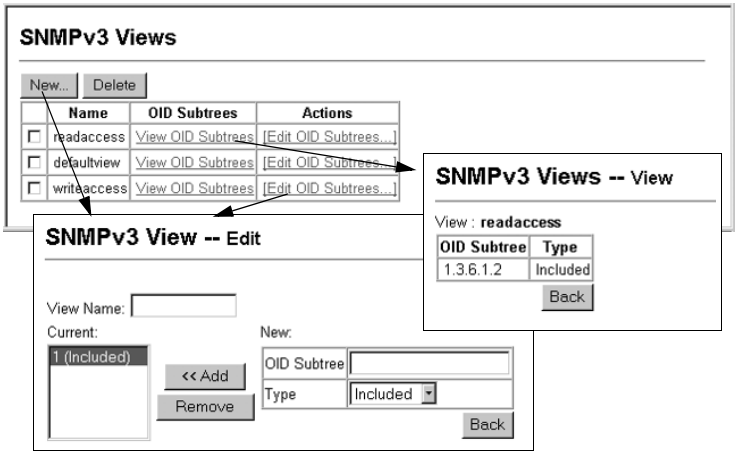


Figure 3-31 Configuring SNMPv3 Views

CLI – Use the **snmp-server view** command to configure a new view. This example view includes the MIB-2 interfaces table, and the wildcard mask selects all index entries.

```
Console(config)#snmp-server view ifEntry.a 1.3.6.1.2.1.2.2.1.1.*
  included                                                    4-161
Console(config)#exit
Console#show snmp view                                        4-162
View Name: ifEntry.a
Subtree OID: 1.3.6.1.2.1.2.2.1.1.*
View Type: included
Storage Type: nonvolatile
Row Status: active

View Name: readaccess
Subtree OID: 1.3.6.1.2
View Type: included
Storage Type: nonvolatile
Row Status: active

View Name: defaultview
Subtree OID: 1
View Type: included
Storage Type: nonvolatile
Row Status: active

Console#
```

User Authentication

You can restrict management access to this switch and provide secure network access using the following options:

- User Accounts – Manually configure management access rights for users.
- Authentication Settings – Use remote authentication to configure access rights.
- HTTPS Settings – Provide a secure web connection.
- SSH Settings – Provide a secure shell (for secure Telnet access).
- Port Security – Configure secure addresses for individual ports.
- 802.1X – Use IEEE 802.1X port authentication to control access to specific ports.

- IP Filter – Filters management access to the web, SNMP or Telnet interface.

Configuring User Accounts

The guest only has read access for most configuration parameters. However, the administrator has write access for all parameters governing the onboard agent. You should therefore assign a new administrator password as soon as possible, and store it in a safe place.

The default guest name is "guest" with the password "guest." The default administrator name is "admin" with the password "admin."

Command Attributes

- **Account List** – Displays the current list of user accounts and associated access levels. (Defaults: admin, and guest)
- **New Account** – Displays configuration settings for a new account.
  - **User Name** – The name of the user. (Maximum length: 8 characters; maximum number of users: 16)
  - **Access Level** – Specifies the user level. (Options: Normal and Privileged)
  - **Password** – Specifies the user password. (Range: 0-8 characters plain text, case sensitive)
- **Change Password** – Sets a new password for the specified user.

Web – Click Security, User Accounts. To configure a new user account, enter the user name, access level, and password, then click Add. To change the password for a specific user, enter the user name and new password, confirm the password by entering it again, then click Apply.

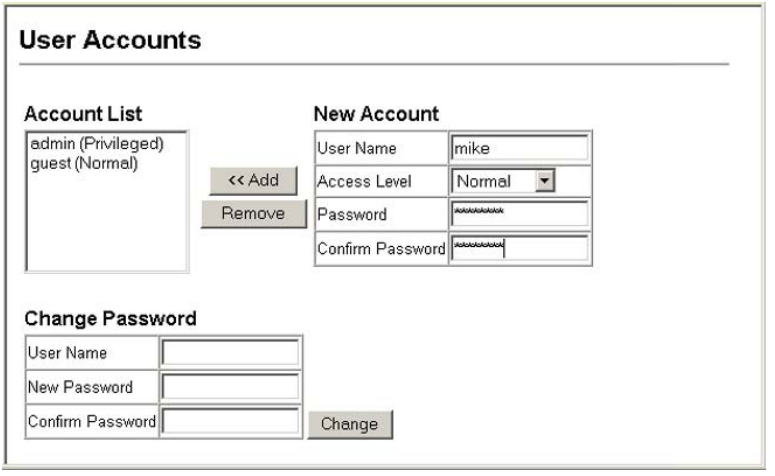


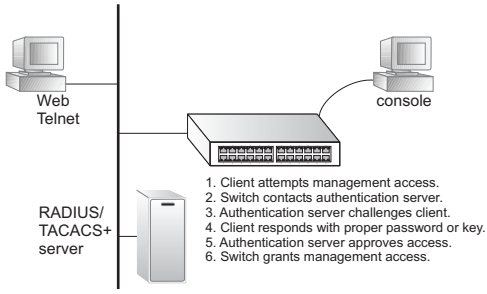
Figure 3-32 User Accounts

CLI – Assign a user name to access-level 15 (i.e., administrator), then specify the password.

```
Console(config)#username bob access-level 15                    4-36
Console(config)#username bob password 0 smith
Console(config)#
```

Configuring Local/Remote Logon Authentication

Use the Authentication Settings menu to restrict management access based on specified user names and passwords. You can manually configure access rights on the switch, or you can use a remote access authentication server based on RADIUS or TACACS+ protocols.



Remote Authentication Dial-in User Service (RADIUS) and Terminal Access Controller Access Control System Plus (TACACS+) are logon authentication protocols that use software running on a central server to control access to RADIUS-aware or TACACS- aware devices on the network. An authentication server contains a database of multiple user name/password pairs with associated privilege levels for each user that requires management access to the switch.

RADIUS uses UDP while TACACS+ uses TCP. UDP only offers best effort delivery, while TCP offers a connection-oriented transport. Also, note that RADIUS encrypts only the password in the access-request packet from the client to the server, while TACACS+ encrypts the entire body of the packet.

Command Usage

- By default, management access is always checked against the authentication database stored on the local switch. If a remote authentication server is used, you must specify the authentication sequence and the corresponding parameters for the remote authentication protocol. Local and remote logon authentication control management access via the console port, web browser, or Telnet.
- RADIUS and TACACS+ logon authentication assign a specific privilege level for each user name/password pair. The user name, password, and privilege level must be configured on the authentication server.

- You can specify up to three authentication methods for any user to indicate the authentication sequence. For example, if you select (1) RADIUS, (2) TACACS and (3) Local, the user name and password on the RADIUS server is verified first. If the RADIUS server is not available, then authentication is attempted using the TACACS+ server, and finally the local user name and password is checked.

Command Attributes

- **Authentication** – Select the authentication, or authentication sequence required:
  - **Local** – User authentication is performed only locally by the switch.
  - **Radius** – User authentication is performed using a RADIUS server only.
  - **TACACS** – User authentication is performed using a TACACS+ server only.
  - [authentication sequence] – User authentication is performed by up to three authentication methods in the indicated sequence.
- **RADIUS Settings**
  - **Global** – Provides globally applicable RADIUS settings.
  - **ServerIndex** – Specifies one of five RADIUS servers that may be configured. The switch attempts authentication using the listed sequence of servers. The process ends when a server either approves or denies access to a user.
  - **Server IP Address** – Address of authentication server. (Default: 10.1.0.1)
  - **Server Port Number** – Network (UDP) port of authentication server used for authentication messages. (Range: 1-65535; Default: 1812)
  - **Secret Text String** – Encryption key used to authenticate logon access for client. Do not use blank spaces in the string. (Maximum length: 20 characters)

- **Number of Server Transmits** – Number of times the switch tries to authenticate logon access via the authentication server. (Range: 1-30; Default: 2)
- **Timeout for a reply** – The number of seconds the switch waits for a reply from the RADIUS server before it resends the request. (Range: 1-65535; Default: 5)

• **TACACS Settings**

- **Server IP Address** – Address of the TACACS+ server. (Default: 10.11.12.13)
- **Server Port Number** – Network (TCP) port of TACACS+ server used for authentication messages. (Range: 1-65535; Default: 49)
- **Secret Text String** – Encryption key used to authenticate logon access for client. Do not use blank spaces in the string. (Maximum length: 20 characters)

Note: The local switch user database has to be set up by manually entering user names and passwords using the CLI. (See "username" on page 4-36.)

Web – Click Security, Authentication Settings. To configure local or remote authentication preferences, specify the authentication sequence (i.e., one to three methods), fill in the parameters for RADIUS or TACACS+ authentication if selected, and click Apply.

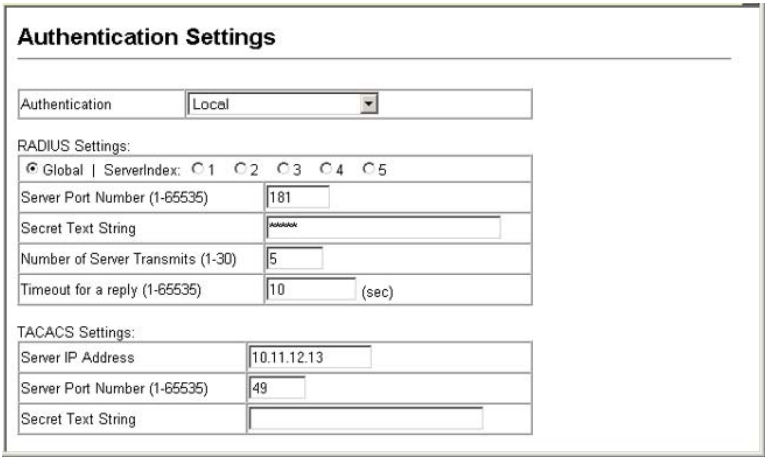


Figure 3-33 Authentication Server Settings

CLI – Specify all the required parameters to enable logon authentication.

```
Console(config)#authentication login radius                    4-95
Console(config)#radius-server port 181                         4-99
Console(config)#radius-server key green                        4-99
Console(config)#radius-server retransmit 5                     4-100
Console(config)#radius-server timeout 10                       4-100
Console(config)#radius-server 1 host 192.168.1.25              4-98
Console(config)#exit
Console#show radius-server                                     4-101

Remote RADIUS server configuration:

Global settings:
 Communication key with RADIUS server: *****
 Server port number:                   181
 Retransmit times:                     5
 Request timeout:                      10

Server 1:
 Server IP address: 192.168.1.25
 Communication key with RADIUS server: *****
 Server port number: 181
 Retransmit times: 5
 Request timeout: 10

Console#config
Console(config)#authentication login tacacs                    4-95
Console(config)#tacacs-server host 10.20.30.40                 4-102
Console(config)#tacacs-server port 200                         4-103
Console(config)#tacacs-server key green                        4-103
Console(config)#exit
Console#show tacacs-server                                     4-104
Server IP address:                   10.20.30.40
 Communication key with tacacs server: *****
 Server port number:                   200
Console#
```

Configuring HTTPS

You can configure the switch to enable the Secure Hypertext Transfer Protocol (HTTPS) over the Secure Socket Layer (SSL), providing secure access (i.e., an encrypted connection) to the switch's web interface.

Command Usage

- Both the HTTP and HTTPS service can be enabled independently on the switch. However, you cannot configure both services to use the same UDP port.

- If you enable HTTPS, you must indicate this in the URL that you specify in your browser: https://*device*[:*port_number*]
- When you start HTTPS, the connection is established in this way:
  - The client authenticates the server using the server's digital certificate.
  - The client and server negotiate a set of security protocols to use for the connection.
  - The client and server generate session keys for encrypting and decrypting data.
- The client and server establish a secure encrypted connection. A padlock icon should appear in the status bar for Internet Explorer 5.x or above and Netscape Navigator 6.2 or above.
- The following web browsers and operating systems currently support HTTPS:

Table 3-6 HTTPS System Support

Web Browser	Operating System
Internet Explorer 5.0 or later	Windows 98,Windows NT (with service pack 6a), Windows 2000, Windows XP
Netscape Navigator 6.2 or later	Windows 98,Windows NT (with service pack 6a), Windows 2000, Windows XP, Solaris 2.6

- To specify a secure-site certificate, see "Replacing the Default Secure-site Certificate" on page 3-83.

Command Attributes

- **HTTPS Status** – Allows you to enable/disable the HTTPS server feature on the switch. (Default: Enabled)
- **Change HTTPS Port Number** – Specifies the UDP port number used for HTTPS/SSL connection to the switch's web interface. (Default: Port 443)

Web – Click Security, HTTPS Settings. Enable HTTPS and specify the port number, then click Apply.

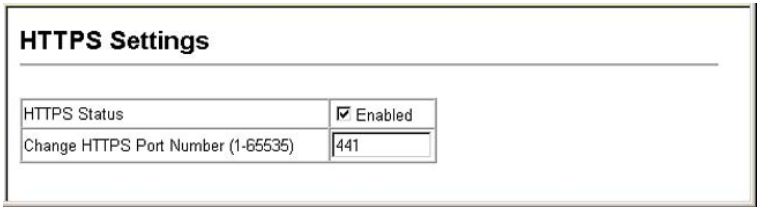


Figure 3-34 HTTPS Settings

CLI – This example enables the HTTP secure server and modifies the port number.

```
Console(config)#ip http secure-server                          4-43
Console(config)#ip http secure-port 441                        4-44
Console(config)#
```

Replacing the Default Secure-site Certificate

When you log onto the web interface using HTTPS (for secure access), a Secure Sockets Layer (SSL) certificate appears for the switch. By default, the certificate that Netscape and Internet Explorer display will be associated with a warning that the site is not recognized as a secure site. This is because the certificate has not been signed by an approved certification authority. If you want this warning to be replaced by a message confirming that the connection to the switch is secure, you must obtain a unique certificate and a private key and password from a recognized certification authority.

Note: For maximum security, we recommend you obtain a unique Secure Sockets Layer certificate at the earliest opportunity. This is because the default certificate for the switch is not unique to the hardware you have purchased.

When you have obtained these, place them on your TFTP server, and use the following command at the switch's command-line interface to replace the default (unrecognized) certificate with an authorized one:

```
Console#copy tftp https-certificate                                4-87
TFTP server ip address: <server ip-address>
Source certificate file name: <certificate file name>
Source private file name: <private key file name>
Private password: <password for private key>
```

Note: The switch must be reset for the new certificate to be activated. To reset the switch, type "reload" at the command prompt:

```
Console#reload
```

Configuring the Secure Shell

The Berkley-standard includes remote access tools originally designed for Unix systems. Some of these tools have also been implemented for Microsoft Windows and other environments. These tools, including commands such as *rlogin* (remote login), *rsh* (remote shell), and *rcp* (remote copy), are not secure from hostile attacks.

The Secure Shell (SSH) includes server/client applications intended as a secure replacement for the older Berkley remote access tools. SSH can also provide remote management access to this switch as a secure replacement for Telnet. When the client contacts the switch via the SSH protocol, the switch generates a public-key that the client uses along with a local user name and password for access authentication. SSH also encrypts all data transfers passing between the switch and SSH-enabled management station clients, and ensures that data traveling over the network arrives unaltered.

Note that you need to install an SSH client on the management station to access the switch for management via the SSH protocol.

Note: The switch supports both SSH Version 1.5 and 2.0 clients.

Command Usage

The SSH server on this switch supports both password and public key authentication. If password authentication is specified by the SSH client, then the password can be authenticated either locally or via a RADIUS or TACACS+ remote authentication server, as specified on the **Authentication Settings** page (page 3-76). If public key authentication is specified by the client, then you must configure authentication keys on both the client and the switch as described in the following section. Note that regardless of whether you use public key or password authentication, you still have to generate authentication keys on the switch (SSH Host Key Settings) and enable the SSH server (Authentication Settings).

To use the SSH server, complete these steps:

1. *Generate a Host Key Pair* – On the SSH Host Key Settings page, create a host public/private key pair.
2. *Provide Host Public Key to Clients* – Many SSH client programs automatically import the host public key during the initial connection setup with the switch. Otherwise, you need to manually create a known hosts file on the management station and place the host public key in it. An entry for a public key in the known hosts file would appear similar to the following example:

   10.1.0.54 1024 35 15684995401867669259333946775054617325313674890836547254
   15020245593199868544358361651999923329781766065830956 10825913212890233
   76546801726272571413428762941301196195566782 59566410486957427888146206
   51941746772984865468615717739390164779355942303577413098022737087794545240839
   71752646358058176716709574804776117

3. *Import Client's Public Key to the Switch* – Use the **copy tftp public-key** command (page 4-87) to copy a file containing the public key for all the SSH client's granted management access to the switch. (Note that these clients must be configured locally on the switch via the User Accounts page as described on page 3-75.) The clients are subsequently authenticated using these keys. The current firmware only accepts public key files based on standard UNIX format as shown in the following example for an RSA Version 1 key:

1024 35 134108168560989392104094492015542534763164192187295892114317388005553616163105177594083868631109291232226828519254374603100937187721199696317813662774141689851320491172048303392543241016379975923714490119380060902539484084082717819437228840253311595213486102290297898272135326713162943253281891504530639391664 3 steve@192.168.1.19

4. *Set the Optional Parameters* – On the SSH Settings page, configure the optional parameters, including the authentication timeout, the number of retries, and the server key size.

5. *Enable SSH Service* – On the SSH Settings page, enable the SSH server on the switch.

6. *Challenge-Response Authentication* – When an SSH client attempts to contact the switch, the SSH server uses the host key pair to negotiate a session key and encryption method. Only clients that have a private key corresponding to the public keys stored on the switch can access it. The following exchanges take place during this process:
   a. The client sends its public key to the switch.
   b. The switch compares the client's public key to those stored in memory.
   c. If a match is found, the switch uses the public key to encrypt a random sequence of bytes, and sends this string to the client.
   d. The client uses its private key to decrypt the bytes, and sends the decrypted bytes back to the switch.
   e. The switch compares the decrypted bytes to the original bytes it sent. If the two sets match, this means that the client's private key corresponds to an authorized public key, and the client is authenticated.

Notes: **1.** To use SSH with only password authentication, the host public key must still be given to the client, either during initial connection or manually entered into the known host file. However, you do not need to configure the client's keys.

2. The SSH server supports up to four client sessions. The maximum number of client sessions includes both current Telnet sessions and SSH sessions.

Generating the Host Key Pair

A host public/private key pair is used to provide secure communications between an SSH client and the switch. After generating this key pair, you must provide the host public key to SSH clients and import the client's public key to the switch as described in the preceding section (Command Usage).

Field Attributes

- **Public-Key of Host-Key** – The public key for the host.
  - RSA (Version 1): The first field indicates the size of the host key (e.g., 1024), the second field is the encoded public exponent (e.g., 65537), and the last string is the encoded modulus.
  - DSA (Version 2): The first field indicates that the encryption method used by SSH is based on the Digital Signature Standard (DSS). The last string is the encoded modulus.
- **Host-Key Type** – The key type used to generate the host key pair (i.e., public and private keys). (Range: RSA (Version 1), DSA (Version 2), Both: Default: Both)

  The SSH server uses RSA or DSA for key exchange when the client first establishes a connection with the switch, and then negotiates with the client to select either DES (56-bit) or 3DES (168-bit) for data encryption.
- **Save Host-Key from Memory to Flash** – Saves the host key from RAM (i.e., volatile memory to flash memory). Otherwise, the host key pair is stored to RAM by default. Note that you must select this item prior to generating the host-key pair.
- **Generate** – This button is used to generate the host key pair. Note that you must first generate the host key pair before you can enable the SSH server on the SSH Server Settings page.
- **Clear** – This button clears the host key from both volatile memory (RAM) and non-volatile memory (Flash).

Web – Click Security, SSH, Host-Key Settings. Select the host-key type from the drop-down box, select the option to save the host key from memory to flash (if required) prior to generating the key, and then click Generate.

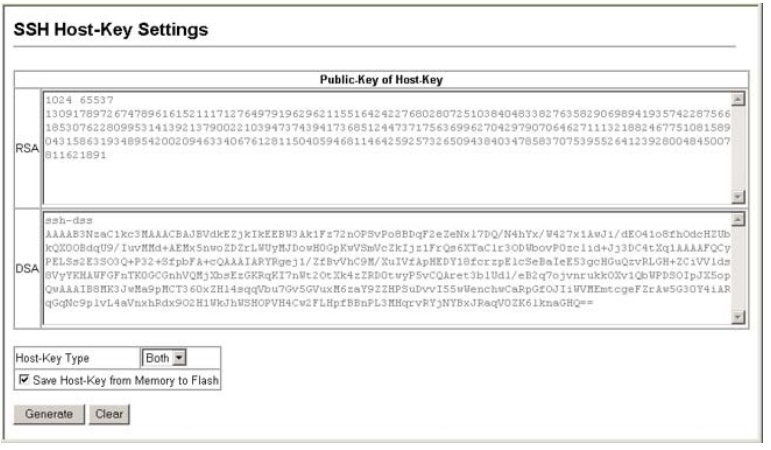


Figure 3-35 SSH Host-Key Settings

CLI – This example generates a host-key pair using both the RSA and DSA algorithms, stores the keys to flash memory, and then displays the host's public keys.

```
Console#ip ssh crypto host-key generate                          4-53
Console#ip ssh save host-key                                     4-55
Console#show public-key host                                     4-57
Host:
RSA:
1024 65537
12725092254492640213133651454613118967905519236007602865300676l
82409690947448320102524878965977592168322225584652387791546479807 39
631403386925793105105765212243052807865885485789272602937866089236 8
414232759121276032591968369705343933643844522333518828717389689451 1
729290510813919642025190932104328579045764891
DSA:
ssh-dss AAAAB3NzaC1kc3MAAACBAN6zwIqCqDb3869jYVXlME1sHL0EcE/
Re6hlasfEthIwmjhLY4O0jqJZpcEQUgCfYlum0Y2uoLka+Py9ieGWQ8f2gobUZKIICu
Kg6vjO9XTs7XKc05xfzkBiKviDa+2OrIz6UK+6vFOgvUDFedlnixYTVo+h5v8r0ea2r
pnO6DkZAAAAFQCNZnx17dwpW8RrVDQnSWw4Qk+6QAAAIEAptkGeB6B5hwagH4gUOCY6
i1TmrmSiJgfwO9OqRPUMbCAkCC+uzxatOo7drnIZypMx+Sx5RUdMGgKS+9ywsa1cWqH
eFY5ilc3lDCNBueeLykZzVS+RS+azTKIk/zrJh8GLG Nq375R55yRxFvmcGIn/
Q7IphPqyJ3o9MK8LFDfmJEAAACAL8A6tESiswP2OFqX7VGoEbzVDSOIRTMFy3iUXtvG
yQAOVSy67Mfc3lMtgqPRUOYXDiwIBp5NXgilCg5z7VqbmRm28mWc5af8TUAgPNWKV6W
0hqmshQdotVzDR1e+XKNTZj0uTwWfjO5Kytdn4MdoTHgrbl/DMdAfjnte8MZZs=

Console#
```

Configuring the SSH Server

The SSH server includes basic settings for authentication.

Field Attributes

- **SSH Server Status** – Allows you to enable/disable the SSH server on the switch. (Default: Disabled)
- **Version** – The Secure Shell version number. Version 2.0 is displayed, but the switch supports management access via either SSH Version 1.5 or 2.0 clients.
- **SSH Authentication Timeout** – Specifies the time interval in seconds that the SSH server waits for a response from a client during an authentication attempt.
  (Range: 1 to 120 seconds; Default: 120 seconds)

- **SSH Authentication Retries** – Specifies the number of authentication attempts that a client is allowed before authentication fails and the client has to restart the authentication process. (Range: 1-5 times; Default: 3)
- **SSH Server-Key Size** – Specifies the SSH server key size. (Range: 512-896 bits; Default: 768)
  - The server key is a private key that is never shared outside the switch.
  - The host key is shared with the SSH client, and is fixed at 1024 bits.

Web – Click Security, SSH, Settings. Enable SSH and adjust the authentication parameters as required, then click Apply. Note that you must first generate the host key pair on the SSH Host-Key Settings page before you can enable the SSH server.

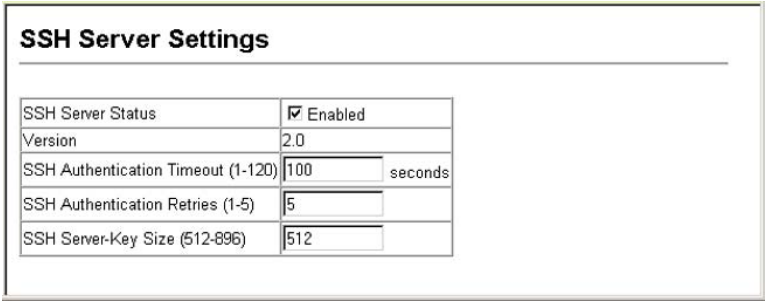


Figure 3-36 SSH Server Settings

CLI – This example enables SSH, sets the authentication parameters, and displays the current configuration. It shows that the administrator has made a connection via SHH, and then disables this connection.

```
Console(config)#ip ssh server                                          4-50
Console(config)#ip ssh timeout 100                                     4-51
Console(config)#ip ssh authentication-retries 5                        4-52
Console(config)#ip ssh server-key size 512                             4-52
Console(config)#end
Console#show ip ssh                                                    4-56
SSH Enabled - version 2.0
Negotiation timeout: 120 secs; Authentication retries: 3
Server key size: 768 bits
Console#show ssh                                                       4-56
Information of secure shell
Session Username Version Encrypt method Negotiation state
------- -------- ------- -------------- -----------------
      0    admin   2.0      cipher-3des   session-started
Console#disconnect 0                                                   4-25
Console#
```

Configuring Port Security

Port security is a feature that allows you to configure a switch port with one or more device MAC addresses that are authorized to access the network through that port.

When port security is enabled on a port, the switch stops learning new MAC addresses on the specified port when it has reached a configured maximum number. Only incoming traffic with source addresses already stored in the dynamic or static address table will be accepted as authorized to access the network through that port. If a device with an unauthorized MAC address attempts to use the switch port, the intrusion will be detected and the switch can automatically take action by disabling the port and sending a trap message.

To use port security, specify a maximum number of addresses to allow on the port and then let the switch dynamically learn the <source MAC address, VLAN> pair for frames received on the port. Note that you can also manually add secure addresses to the port using the Static Address Table (page 3-153). When the port has reached the maximum number of MAC addresses the selected port will stop learning. The MAC addresses

already in the address table will be retained and will not age out. Any other device that attempts to use the port will be prevented from accessing the switch.

Command Usage

- A secure port has the following restrictions:
  - It cannot use port monitoring.
  - It cannot be a multi-VLAN port.
  - It cannot be used as a member of a static or dynamic trunk.
  - It should not be connected to a network interconnection device.
- The default maximum number of MAC addresses allowed on a secure port is zero. You must configure a maximum address count from 1 - 1024 for the port to allow access.
- If a port is disabled (shut down) due to a security violation, it must be manually re-enabled from the Port/Port Configuration page (page 3-125).

Command Attributes

- **Port** – Port number. (Range: 1-8)
- **Name** – Descriptive text (page 4-170).
- **Action** – Indicates the action to be taken when a port security violation is detected:
  - **None**: No action should be taken. (This is the default.)
  - **Trap**: Send an SNMP trap message.
  - **Shutdown**: Disable the port.
  - **Trap and Shutdown**: Send an SNMP trap message and disable the port.
- **Security Status** – Enables or disables port security on the port. (Default: Disabled)
- **Max MAC Count** – The maximum number of MAC addresses that can be learned on a port. (Range: 0 - 1024, where 0 means disabled)
- **Trunk** – Trunk number if port is a member (page 3-128 and 3-130).

Web – Click Security, Port Security. Set the action to take when an invalid address is detected on a port, mark the checkbox in the Status column to enable security for a port, set the maximum number of MAC addresses allowed on a port, and click Apply.

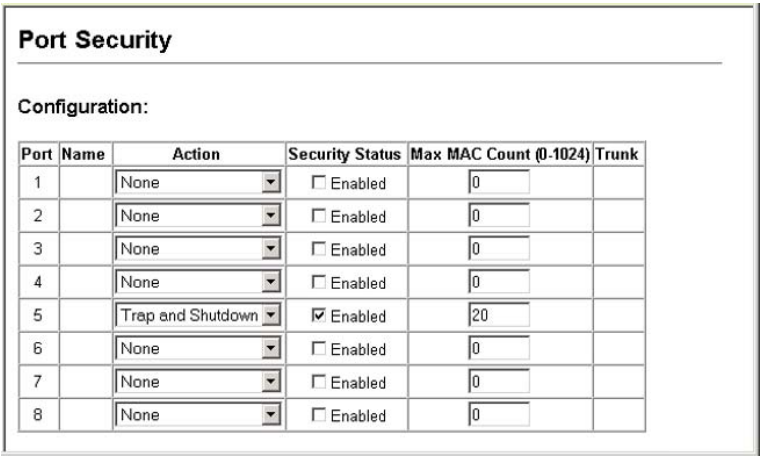


Figure 3-37 Port Security

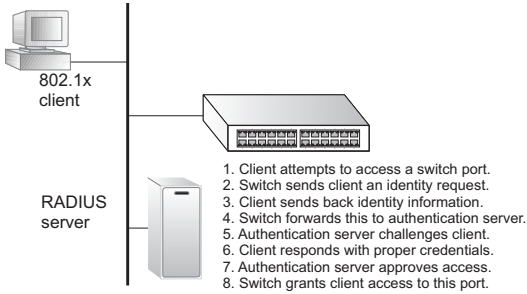
CLI – This example selects the target port, sets the port security action to send a trap and disable the port, specifies a maximum address count, and then enables port security for the port.

```
Console(config)#interface ethernet 1/5
Console(config-if)#port security action trap-and-shutdown     4-105
Console(config-if)#port security max-mac-count 20
Console(config-if)#port security
Console(config-if)#
```

Configuring 802.1X Port Authentication

Network switches can provide open and easy access to network resources by simply attaching a client PC. Although this automatic configuration and access is a desirable feature, it also allows unauthorized personnel to easily intrude and possibly gain access to sensitive network data.

The IEEE 802.1X (dot1x) standard defines a port-based access control procedure that prevents unauthorized access to a network by requiring users to first submit credentials for authentication. Access to all switch ports in a network can be centrally controlled from a server, which means that authorized users can use the same credentials for authentication from any point within the network.


802.1x client
RADIUS server
1. Client attempts to access a switch port.
2. Switch sends client an identity request.
3. Client sends back identity information.
4. Switch forwards this to authentication server.
5. Authentication server challenges client.
6. Client responds with proper credentials.
7. Authentication server approves access.
8. Switch grants client access to this port.

This switch uses the Extensible Authentication Protocol over LANs (EAPOL) to exchange authentication protocol messages with the client, and a remote RADIUS authentication server to verify user identity and access rights. When a client (i.e., Supplicant) connects to a switch port, the switch (i.e., Authenticator) responds with an EAPOL identity request. The client provides its identity (such as a user name) in an EAPOL response to the switch, which it forwards to the RADIUS server. The RADIUS server verifies the client identity and sends an access challenge back to the client. The EAP packet from the RADIUS server contains not only the challenge, but the authentication method to be used. The client can reject the authentication method and request another, depending on the configuration of the client software and the RADIUS server. The authentication method must be MD5. (TLS, TTLS and PEAP will be supported in future releases.) The client responds to the appropriate method with its credentials, such as a password or certificate. The

RADIUS server verifies the client credentials and responds with an accept or reject packet. If authentication is successful, the switch allows the client to access the network. Otherwise, network access is denied and the port remains blocked.

The operation of dot1x on the switch requires the following:

- The switch must have an IP address assigned.
- RADIUS authentication must be enabled on the switch and the IP address of the RADIUS server specified.
- 802.1X must be enabled globally for the switch.
- Each switch port that will be used must be set to dot1x "Auto" mode.
- Each client that needs to be authenticated must have dot1x client software installed and properly configured.
- The RADIUS server and 802.1X client support EAP. (The switch only supports EAPOL in order to pass the EAP packets from the server to the client.)
- The RADIUS server and client also have to support the same EAP authentication type – MD5. (Some clients have native support in Windows, otherwise the dot1x client must support it.)

Displaying 802.1X Global Settings

The 802.1X protocol provides port authentication.

Command Attributes

802.1X System Authentication Control – The global setting for 802.1X.

Web – Click Security, 802.1X, Information.

Figure 3-38 802.1X Global Information

CLI – This example shows the default global setting for 802.1X.

```
Console#show dot1x                                              4-113
Global 802.1X Parameters
 system-auth-control: enable

802.1X Port Summary

Port Name  Status        Operation Mode   Mode              Authorized
1/1         disabled       Single-Host      ForceAuthorized     n/a
1/2         disabled       Single-Host      ForceAuthorized     n/a
:
802.1X Port Details

802.1X is disabled on port 1/1
:
802.1X is disabled on port 1/8
Console#
```

Configuring 802.1X Global Settings

The 802.1X protocol provides port authentication. The 802.1X protocol must be enabled globally for the switch system before port settings are active.

Command Attributes

802.1X System Authentication Control – Sets the global setting for 802.1X. (Default: Disabled)

Web – Select Security, 802.1X, Configuration. Enable 802.1X globally for the switch, and click Apply.

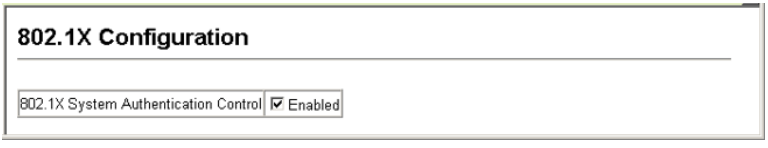


Figure 3-39 802.1X Global Configuration

CLI – This example enables 802.1X globally for the switch.

```
Console(config)#dot1x system-auth-control                       4-108
Console(config)#
```

Configuring Port Settings for 802.1X

When 802.1X is enabled, you need to configure the parameters for the authentication process that runs between the client and the switch (i.e., authenticator), as well as the client identity lookup process that runs between the switch and authentication server. These parameters are described in this section.

Command Attributes

- **Status** – Indicates if authentication is enabled or disabled on the port. (Default: Disabled)
- **Operation Mode** – Allows single or multiple hosts (clients) to connect to an 802.1X-authorized port. (Range: Single-Host, Multi-Host; Default: Single-Host)
- **Max Count** – The maximum number of hosts that can connect to a port when the Multi-Host operation mode is selected. (Range: 1-1024; Default: 5)
- **Mode** – Sets the authentication mode to one of the following options:
  - **Auto** – Requires a dot1x-aware client to be authorized by the authentication server. Clients that are not dot1x-aware will be denied access.
  - **Force-Authorized** – Forces the port to grant access to all clients, either dot1x-aware or otherwise. (This is the default setting.)
  - **Force-Unauthorized** – Forces the port to deny access to all clients, either dot1x-aware or otherwise.
- **Re-authentication** – Sets the client to be re-authenticated after the interval specified by the Re-authentication Period. Re-authentication can be used to detect if a new device is plugged into a switch port. (Default: Disabled)
- **Max Request** – Sets the maximum number of times the switch port will retransmit an EAP request packet to the client before it times out the authentication session. (Range: 1-10; Default 2)

- **Quiet Period** – Sets the time that a switch port waits after the Max Request count has been exceeded before attempting to acquire a new client. (Range: 1-65535 seconds; Default: 60 seconds)
- **Re-authentication Period** – Sets the time period after which a connected client must be re-authenticated. (Range: 1-65535 seconds; Default: 3600 seconds)
- **TX Period** – Sets the time period during an authentication session that the switch waits before re-transmitting an EAP packet. (Range: 1-65535; Default: 30 seconds)
- **Authorized** –
  - **Yes** – Connected client is authorized.
  - **No** – Connected client is not authorized.
  - *Blank* – Displays nothing when dot1x is disabled on a port.
- **Supplicant** – Indicates the MAC address of a connected client.
- **Trunk** – Indicates if the port is configured as a trunk port.

Web – Click Security, 802.1X, Port Configuration. Modify the parameters required, and click Apply.

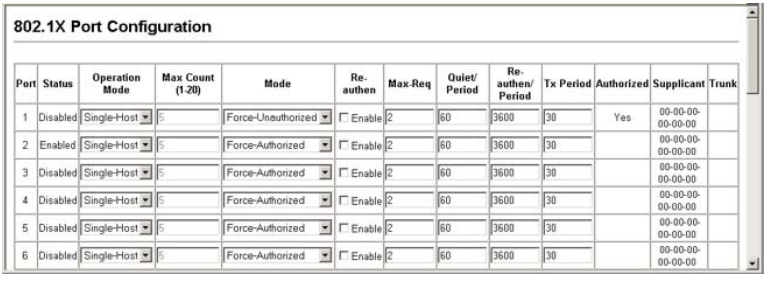

802.1X Port Configuration
Port
Status
Operation Mode
Max Count (1-20)
Mode
Re-authen
Max-Req
Quiet/ Period
Re-authen/ Period
Tx Period
Authorized
Supplicant
Trunk
1 Disabled Single-Host 5 Force-Unauthorized Enable 2 60 3600 30 Yes 00-00-00-00-00-00
2 Enabled Single-Host 5 Force-Authorized Enable 2 60 3600 30 00-00-00-00-00-00
3 Disabled Single-Host 5 Force-Authorized Enable 2 60 3600 30 00-00-00-00-00-00
4 Disabled Single-Host 5 Force-Authorized Enable 2 60 3600 30 00-00-00-00-00-00
5 Disabled Single-Host 5 Force-Authorized Enable 2 60 3600 30 00-00-00-00-00-00
6 Disabled Single-Host 5 Force-Authorized Enable 2 60 3600 30 00-00-00-00-00-00

Figure 3-40 802.1X Port Configuration

CLI – This example sets the 802.1X parameters on port 2. For a description of the additional fields displayed in this example, see "show dot1x" on page 4-113.

```
Console(config)#interface ethernet 1/2                          4-170
Console(config-if)#dot1x port-control auto                      4-108
Console(config-if)#dot1x re-authentication                      4-111
Console(config-if)#dot1x max-req 5                              4-108
Console(config-if)#dot1x timeout quiet-period 40                4-112
Console(config-if)#dot1x timeout re-authperiod 5                4-112
Console(config-if)#dot1x timeout tx-period 40                   4-113
Console(config-if)#end
```

```
Console#show dot1x                                          4-113

Global 802.1X Parameters
 system-auth-control: enable

802.1X Port Summary

Port Name  Status        Operation Mode   Mode              Authorized
1/1        disabled        Single-Host      ForceAuthorized     yes
1/2        enabled         Single-Host      Auto                yes
:
1/7        disabled        Single-Host      ForceAuthorized     n/a
1/8        disabled        Single-Host      ForceAuthorized     n/a


802.1X Port Details


802.1X is disabled on port 1/1

802.1X is enabled on port 1/2
reauth-enabled:       Disable
reauth-period:        3600
quiet-period:         60
tx-period:            30
supplicant-timeout:   30
server-timeout:       10
reauth-max:           2
max-req:              2
Status                Authorized
Operation mode        Single-Host
Max count             5
Port-control          Auto
Supplicant            00-e0-29-94-34-65
Current Identifier    7

Authenticator State Machine
State                 Authenticated
Reauth Count          0

Backend State Machine
State                 Idle
Request Count         0
Identifier(Server)    6

Reauthentication State Machine
State                 Initialize
:
802.1X is disabled on port 1/8
Console#
```

Displaying 802.1X Statistics

This switch can display statistics for dot1x protocol exchanges for any port.

Table 3-7 802.1X Statistics

Parameter	Description
Rx EAPOL Start	The number of EAPOL Start frames that have been received by this Authenticator.
Rx EAPOL Logoff	The number of EAPOL Logoff frames that have been received by this Authenticator.
Rx EAPOL Invalid	The number of EAPOL frames that have been received by this Authenticator in which the frame type is not recognized.
Rx EAPOL Total	The number of valid EAPOL frames of any type that have been received by this Authenticator.
Rx EAP Resp/Id	The number of EAP Resp/Id frames that have been received by this Authenticator.
Rx EAP Resp/Oth	The number of valid EAP Response frames (other than Resp/Id frames) that have been received by this Authenticator.
Rx EAP LenError	The number of EAPOL frames that have been received by this Authenticator in which the Packet Body Length field is invalid.
Rx Last EAPOLVer	The protocol version number carried in the most recently received EAPOL frame.
Rx Last EAPOLSrc	The source MAC address carried in the most recently received EAPOL frame.
Tx EAPOL Total	The number of EAPOL frames of any type that have been transmitted by this Authenticator.
Tx EAP Req/Id	The number of EAP Req/Id frames that have been transmitted by this Authenticator.
Tx EAP Req/Oth	The number of EAP Request frames (other than Rq/Id frames) that have been transmitted by this Authenticator.

Web – Select Security, 802.1X, Statistics. Select the required port and then click Query. Click Refresh to update the statistics.

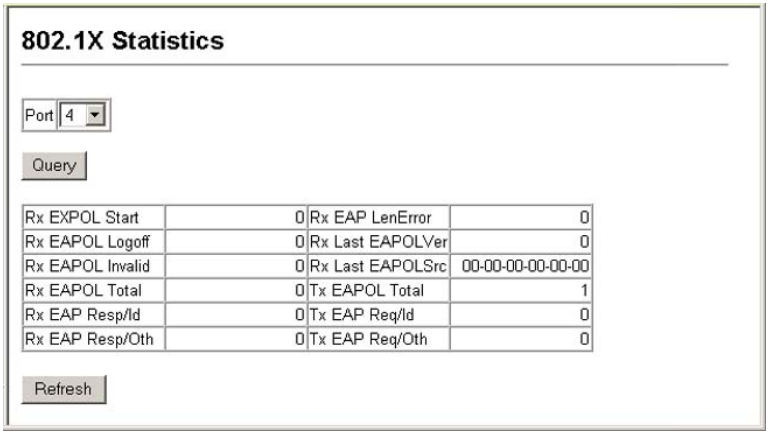


Figure 3-41 802.1X Port Statistics

CLI – This example displays the dot1x statistics for port 4.

```
Console#show dot1x statistics interface ethernet 1/4          4-113

Eth 1/4
Rx: EAPOL      EAPOL      EAPOL      EAPOL      EAP      EAP      EAP
    Start     Logoff    Invalid    Total    Resp/Id  Resp/Oth LenError
        2          0          0       1007      672         0         0

    Last       Last
EAPOLVer     EAPOLSrc
       1     00-00-E8-98-73-21

Tx: EAPOL       EAP       EAP
    Total      Req/Id   Req/Oth
     2017      1005         0
Console#
```

Filtering IP Addresses for Management Access

You can create a list of up to 16 IP addresses or IP address groups that are allowed management access to the switch through the web interface, SNMP, or Telnet.

Command Usage

- The management interfaces are open to all IP addresses by default. Once you add an entry to a filter list, access to that interface is restricted to the specified addresses.
- If anyone tries to access a management interface on the switch from an invalid address, the switch will reject the connection, enter an event message in the system log, and send a trap message to the trap manager.
- IP address can be configured for SNMP, web and Telnet access respectively. Each of these groups can include up to five different sets of addresses, either individual addresses or address ranges.
- When entering addresses for the same group (i.e., SNMP, web or Telnet), the switch will not accept overlapping address ranges. When entering addresses for different groups, the switch will accept overlapping address ranges.
- You cannot delete an individual address from a specified range. You must delete the entire range, and reenter the addresses.
- You can delete an address range just by specifying the start address, or by specifying both the start address and end address.

Command Attributes

- **Web IP Filter** – Configures IP address(es) for the web group.
- **SNMP IP Filter** – Configures IP address(es) for the SNMP group.
- **Telnet IP Filter** – Configures IP address(es) for the Telnet group.
- **IP Filter List** – IP address which are allowed management access to this interface.

- **Start IP Address** – A single IP address, or the starting address of a range.
- **End IP Address** – The end address of a range.

Web – Click Security, IP Filter. Enter the IP addresses or range of addresses that are allowed management access to an interface, and click Add IP Filtering Entry.

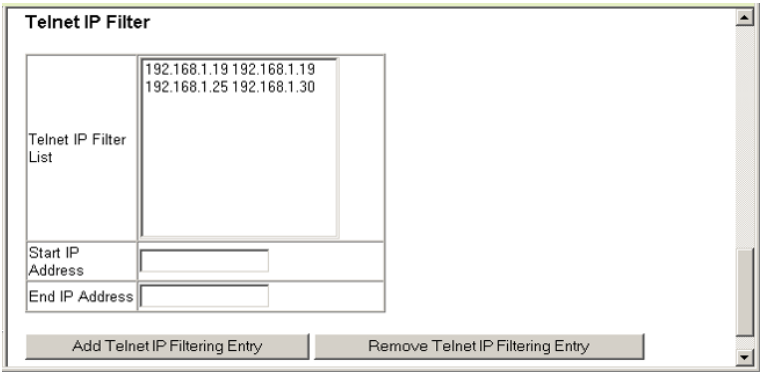


Figure 3-42 IP Filter

CLI – This example restricts management access for Telnet clients.

```
Console(config)#management telnet-client 192.168.1.19         4-39
Console(config)#management telnet-client 192.168.1.25 192.168.1.30
Console(config)#exit
Console#show management all-client                             4-40
Management IP Filter
 HTTP-Client:
   Start IP address      End IP address
-----------------------------------------------

 SNMP-Client:
   Start IP address      End IP address
-----------------------------------------------

 TELNET-Client:
   Start IP address      End IP address
-----------------------------------------------
1. 192.168.1.19          192.168.1.19
2. 192.168.1.25          192.168.1.30

Console#
```

Access Control Lists

Access Control Lists (ACL) provide packet filtering for IP frames (based on address, protocol, Layer 4 protocol port number or TCP control code) or any frames (based on MAC address or Ethernet type). To filter incoming packets, first create an access list, add the required rules, specify a mask to modify the precedence in which the rules are checked, and then bind the list to a specific port.

Configuring Access Control Lists

An ACL is a sequential list of permit or deny conditions that apply to IP addresses, MAC addresses, or other more specific criteria. This switch tests ingress or egress packets against the conditions in an ACL one by one. A packet will be accepted as soon as it matches a permit rule, or dropped as soon as it matches a deny rule. If no rules match for a list of all permit rules, the packet is dropped; and if no rules match for a list of all deny rules, the packet is accepted.

You must configure a mask for an ACL rule before you can bind it to a port or set the queue or frame priorities associated with the rule. This is done by specifying masks that control the order in which ACL rules are checked. The switch includes two system default masks that pass/filter packets matching the permit/deny rules specified in an ingress ACL. You can also configure up to seven user-defined masks for an ingress or egress ACL.

Command Usage

The following restrictions apply to ACLs:

- Each ACL can have up to 32 rules.
- The maximum number of ACLs is also 32.
- However, due to resource restrictions, the average number of rules bound to the ports should not exceed 20.
- You must configure a mask for an ACL rule before you can bind it to a port or set the queue or frame priorities associated with the rule.

- When an ACL is bound to an interface as an egress filter, all entries in the ACL must be deny rules. Otherwise, the bind operation will fail.
- The switch does not support the explicit "deny any any" rule for the egress IP ACL or the egress MAC ACLs. If these rules are included in an ACL, and you attempt to bind the ACL to an interface for egress checking, the bind operation will fail.

The order in which active ACLs are checked is as follows:

1. User-defined rules in the Egress MAC ACL for egress ports.
2. User-defined rules in the Egress IP ACL for egress ports.
3. User-defined rules in the Ingress MAC ACL for ingress ports.
4. User-defined rules in the Ingress IP ACL for ingress ports.
5. Explicit default rule (permit any any) in the ingress IP ACL for ingress ports.
6. Explicit default rule (permit any any) in the ingress MAC ACL for ingress ports.
7. If no explicit rule is matched, the implicit default is permit all.

Setting the ACL Name and Type

Use the ACL Configuration page to designate the name and type of an ACL.

Command Attributes

- **Name** – Name of the ACL. (Maximum length: 16 characters)
- **Type** – There are three filtering modes:
  - **Standard**: IP ACL mode that filters packets based on the source IP address.
  - **Extended**: IP ACL mode that filters packets based on source or destination IP address, as well as protocol type and protocol port number. If the "TCP" protocol is specified, then you can also filter packets based on the TCP control code.
  - **MAC**: MAC ACL mode that filters packets based on the source or destination MAC address and the Ethernet frame type (RFC 1060).

Web – Click Security, ACL, Configuration. Enter an ACL name in the Name field, select the list type (IP Standard, IP Extended, or MAC), and click Add to open the configuration page for the new list.

Figure 3-43 Selecting ACL Type

CLI – This example creates a standard IP ACL named bill.

```
Console(config)#access-list ip standard bill                    4-120
Console(config-std-acl)#
```

Configuring a Standard IP ACL

Command Attributes

- **Action** – An ACL can contain any combination of permit or deny rules.
- **Address Type** – Specifies the source IP address. Use "Any" to include all possible addresses, "Host" to specify a specific host address in the Address field, or "IP" to specify a range of addresses with the Address and SubMask fields. (Options: Any, Host, IP; Default: Any)
- **IP Address** – Source IP address.
- **Subnet Mask** – A subnet mask containing four integers from 0 to 255, each separated by a period. The mask uses 1 bits to indicate "match" and 0 bits to indicate "ignore." The mask is bitwise ANDed with the specified source IP address, and compared with the address for each IP packet entering the port(s) to which this ACL has been assigned.

Web – Specify the action (i.e., Permit or Deny). Select the address type (Any, Host, or IP). If you select "Host," enter a specific address. If you select "IP," enter a subnet address and the mask for an address range. Then click Add.

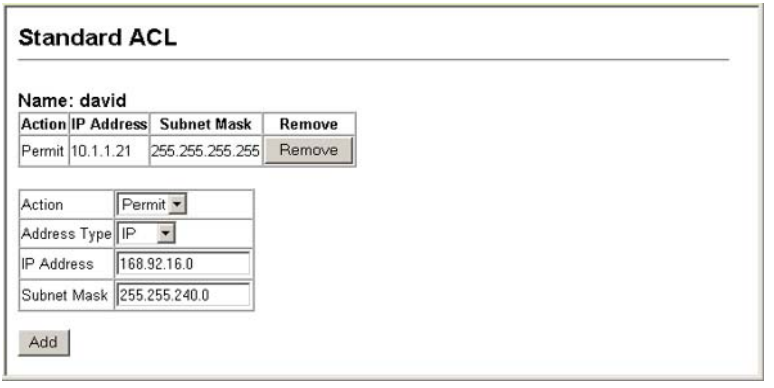


Figure 3-44 ACL Configuration - Standard IP

CLI – This example configures one permit rule for the specific address 10.1.1.21 and another rule for the address range 168.92.16.x – 168.92.31.x using a bitmask.

```
Console(config-std-acl)#permit host 10.1.1.21                    4-122
Console(config-std-acl)#permit 168.92.16.0 255.255.240.0
Console(config-std-acl)#
```

Configuring an Extended IP ACL

Command Attributes

- **Action** – An ACL can contain any combination of permit or deny rules.
- **Source/Destination Address Type** – Specifies the source or destination IP address. Use "Any" to include all possible addresses, "Host" to specify a specific host address in the Address field, or "IP" to specify a range of addresses with the Address and SubMask fields. (Options: Any, Host, IP; Default: Any)

- **Source/Destination IP Address** – Source or destination IP address.
- **Source/Destination Subnet Mask** – Subnet mask for source or destination address. (See the description for SubMask on page 3-107.)
- **Service Type** – Packet priority settings based on the following criteria:
  - **Precedence** – IP precedence level. (Range: 0-7)
  - **TOS** – Type of Service level. (Range: 0-15)
  - **DSCP** – DSCP priority level. (Range: 0-63)
- **Protocol** – Specifies the protocol type to match as TCP, UDP or Others, where others indicates a specific protocol number (0-255). (Options: TCP, UDP, Others; Default: TCP)
- **Source/Destination Port** – Source/destination port number for the specified protocol type. (Range: 0-65535)
- **Source/Destination Port Bit Mask** – Decimal number representing the port bits to match. (Range: 0-65535)
- **Control Code** – Decimal number (representing a bit string) that specifies flag bits in byte 14 of the TCP header. (Range: 0-63)
- **Control Code Bit Mask** – Decimal number representing the code bits to match.

  The control bitmask is a decimal number (for an equivalent binary bit mask) that is applied to the control code. Enter a decimal number, where the equivalent binary bit "1" means to match a bit and "0" means to ignore a bit. The following bits may be specified:
  - 1 (fin) – Finish
  - 2 (syn) – Synchronize
  - 4 (rst) – Reset
  - 8 (psh) – Push
  - 16 (ack) – Acknowledgement
  - 32 (urg) – Urgent pointer

For example, use the code value and mask below to catch packets with the following flags set:

- SYN flag valid, use control-code 2, control bitmask 2
- Both SYN and ACK valid, use control-code 18, control bitmask 18
- SYN valid and ACK invalid, use control-code 2, control bitmask 18

Web – Specify the action (i.e., Permit or Deny). Specify the source and/or destination addresses. Select the address type (Any, Host, or IP). If you select "Host," enter a specific address. If you select "IP," enter a subnet address and the mask for an address range. Set any other required criteria, such as service type, protocol type, or TCP control code. Then click Add.

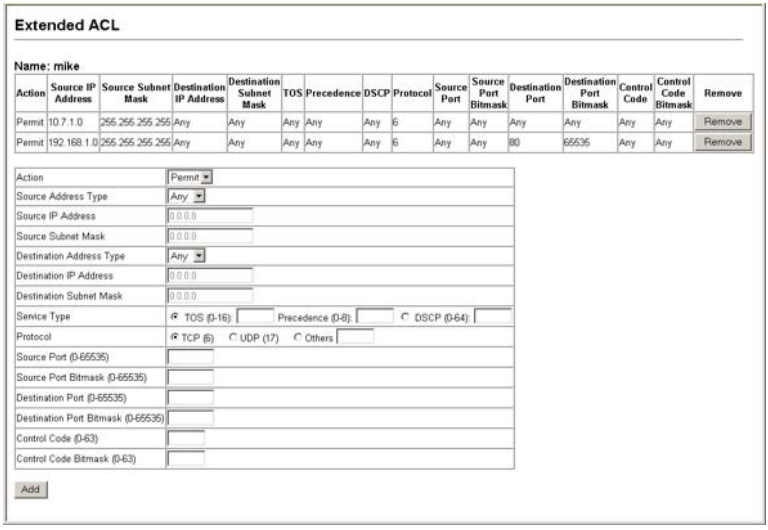


Figure 3-45 ACL Configuration - Extended IP

CLI – This example adds three rules:

1. Accept any incoming packets if the source address is in subnet 10.7.1.x. For example, if the rule is matched; i.e., the rule (10.7.1.0 & 255.255.255.0) equals the masked address (10.7.1.2 & 255.255.255.0), the packet passes through.

2. Allow TCP packets from class C addresses 192.168.1.0 to any destination address when set for destination TCP port 80 (i.e., HTTP).
3. Permit all TCP packets from class C addresses 192.168.1.0 with the TCP control code set to "SYN."

```
Console(config-ext-acl)#permit 10.7.1.1 255.255.255.0 any          4-123
Console(config-ext-acl)#permit tcp 192.168.1.0 255.255.255.0 any
  destination-port 80
Console(config-ext-acl)#permit tcp 192.168.1.0 255.255.255.0 any
  control-flag 2 2
Console(config-std-acl)#
```

Configuring a MAC ACL

Command Attributes

- **Action** – An ACL can contain any combination of permit or deny rules.
- **Source/Destination** Address Type – Use "Any" to include all possible addresses, "Host" to indicate a specific MAC address, or "MAC" to specify an address range with the Address and Bitmask fields. (Options: Any, Host, MAC; Default: Any)
- **Source/Destination MAC Address** – Source or destination MAC address.
- **Source/Destination MAC Bit Mask** – Hexidecimal mask for source or destination MAC address.
- **VID** – VLAN ID. (Range: 1-4094)
- **VID Bit Mask** – VLAN bitmask. (Range: 1-4094)
- **Ethernet Type** – This option can only be used to filter Ethernet II formatted packets. (Range: 600-fff hex.)

  A detailed listing of Ethernet protocol types can be found in RFC 1060. A few of the more common types include 0800 (IP), 0806 (ARP), 8137 (IPX).
- **Ethernet Type Bit Mask** – Protocol bitmask. (Range: 600-fff hex.)

- **Packet Format** – This attribute includes the following packet types:
  - **Any** – Any Ethernet packet type.
  - **Untagged-eth2** – Untagged Ethernet II packets.
  - **Untagged-802.3** – Untagged Ethernet 802.3 packets.
  - **Tagged-eth2** – Tagged Ethernet II packets.
  - **Tagged-802.3** – Tagged Ethernet 802.3 packets.

Command Usage

Egress MAC ACLs only work for destination-mac-known packets, not for multicast, broadcast, or destination-mac-unknown packets.

Web – Specify the action (i.e., Permit or Deny). Specify the source and/or destination addresses. Select the address type (Any, Host, or MAC). If you select "Host," enter a specific address (e.g., 11-22-33-44-55-66). If you select "MAC," enter a base address and a hexidecimal bitmask for an address range. Set any other required criteria, such as VID, Ethernet type, or packet format. Then click Add.

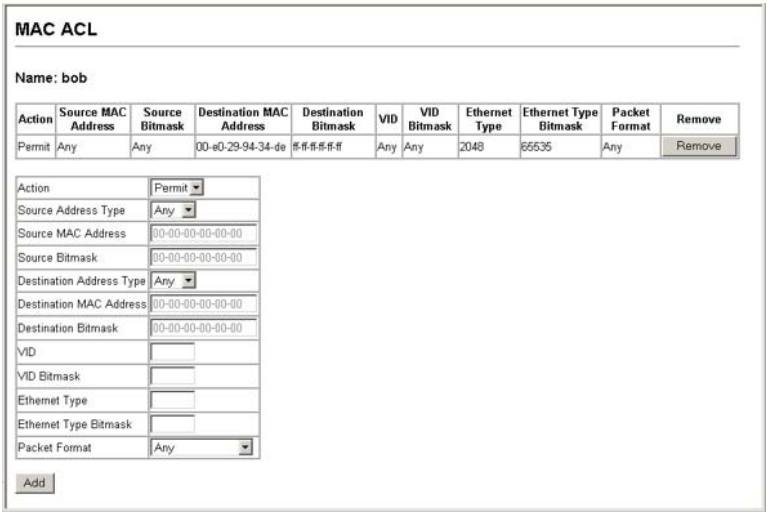


Figure 3-46 ACL Configuration - MAC

CLI – This rule permits packets from any source MAC address to the destination address 00-e0-29-94-34-de where the Ethernet type is 0800.

```
Console(config-mac-acl)#permit any host 00-e0-29-94-34-de
  ethertype 0800                                          4-123
Console(config-mac-acl)#
```

Configuring ACL Masks

You must specify masks that control the order in which ACL rules are checked. The switch includes two system default masks that pass/filter packets matching the permit/deny rules specified in an ingress ACL. You can also configure up to seven user-defined masks for an ingress or egress ACL. A mask must be bound exclusively to one of the basic ACL types (i.e., Ingress IP ACL, Egress IP ACL, Ingress MAC ACL or Egress MAC ACL), but a mask can be bound to up to four ACLs of the same type.

Command Usage

- Up to seven entries can be assigned to an ACL mask.
- Packets crossing a port are checked against all the rules in the ACL until a match is found. The order in which these packets are checked is determined by the mask, and not the order in which the ACL rules are entered.
- First create the required ACLs and the ingress or egress masks before mapping an ACL to an interface.
- You must configure a mask for an ACL rule before you can bind it to a port or set the queue or frame priorities associated with the rule.

Specifying the Mask Type

Use the ACL Mask Configuration page to edit the mask for the Ingress IP ACL, Egress IP ACL, Ingress MAC ACL or Egress MAC ACL.

Web – Click Security, ACL, Mask Configuration. Click Edit for one of the basic mask types to open the configuration page.

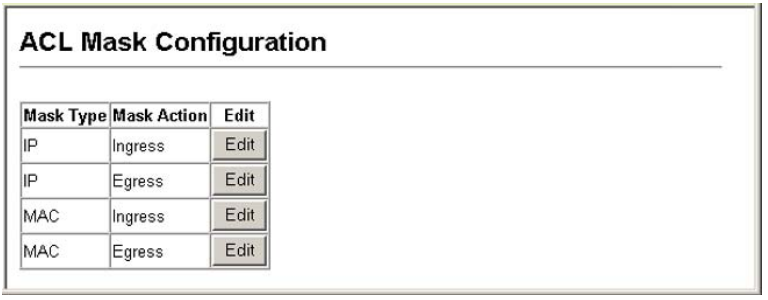


Figure 3-47 Selecting ACL Mask Types

CLI – This example creates an IP ingress mask, and then adds two rules. Each rule is checked in order of precedence to look for a match in the ACL entries. The first entry matching a mask is applied to the inbound packet.

```
Console(config)#access-list ip mask-precedence in              4-126
Console(config-ip-mask-acl)#mask host any                      4-128
Console(config-ip-mask-acl)#mask 255.255.255.0 any
Console(config-ip-mask-acl)#
```

Configuring an IP ACL Mask

This mask defines the fields to check in the IP header.

Command Usage

- Masks that include an entry for a Layer 4 protocol source port or destination port can only be applied to packets with a header length of exactly five bytes.

Command Attributes

- **Source/Destination Address Type** – Specifies the source or destination IP address. Use "Any" to match any address, "Host" to

specify a host address (not a subnet), or "IP" to specify a range of addresses. (Options: Any, Host, IP; Default: Any)

- **Source/Destination Subnet Mask** – Source or destination address of rule must match this bitmask. (See the description for SubMask on page 3-107.)
- **Protocol Mask** – Check the protocol field.
- **Service Type Mask** – Check the rule for the specified priority type. (Options: Precedence, TOS, DSCP; Default: TOS)
- **Source/Destination Port Bit Mask** – Protocol port of rule must match this bitmask. (Range: 0-65535)
- **Control Code Bit Mask** – Control flags of rule must match this bitmask. (Range: 0-63)

Web – Configure the mask to match the required rules in the IP ingress or egress ACLs. Set the mask to check for any source or destination address, a specific host address, or an address range. Include other criteria to search for in the rules, such as a protocol type or one of the service types. Or use a bitmask to search for specific protocol port(s) or TCP control code(s). Then click Add.

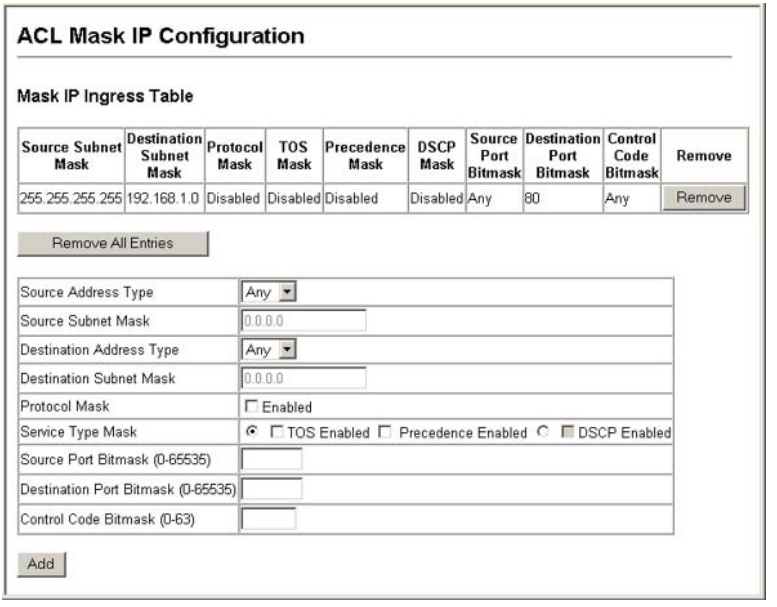


Figure 3-48 ACL Mask Configuration - IP

CLI – This shows that the entries in the mask override the precedence in which the rules are entered into the ACL. In the following example, packets with the source address 10.1.1.1 are dropped because the "deny 10.1.1.1 255.255.255.255" rule has the higher precedence according the "mask host any" entry.

```
Console(config)#access-list ip standard A2                    4-120
Console(config-std-acl)#permit 10.1.1.0 255.255.255.0         4-122
Console(config-std-acl)#deny 10.1.1.1 255.255.255.255
Console(config-std-acl)#exit
Console(config)#access-list ip mask-precedence in             4-126
Console(config-ip-mask-acl)#mask host any                     4-128
Console(config-ip-mask-acl)#mask 255.255.255.0 any
Console(config-ip-mask-acl)#
```

Configuring a MAC ACL Mask

This mask defines the fields to check in the packet header.

Command Usage

You must configure a mask for an ACL rule before you can bind it to a port.

Command Attributes

- **Source/Destination Address Type** – Use "Any" to match any address, "Host" to specify the host address for a single node, or "MAC" to specify a range of addresses. (Options: Any, Host, MAC; Default: Any)
- **Source/Destination Bit Mask** – Address of rule must match this bitmask.
- **VID Bitmask** – VLAN ID of rule must match this bitmask.
- **Ethernet Type Bit Mask** – Ethernet type of rule must match this bitmask.
- **Packet Format Mask** – A packet format must be specified in the rule.

Web – Configure the mask to match the required rules in the MAC ingress or egress ACLs. Set the mask to check for any source or destination address, a host address, or an address range. Use a bitmask to search for specific VLAN ID(s) or Ethernet type(s). Or check for rules where a packet format was specified. Then click Add.

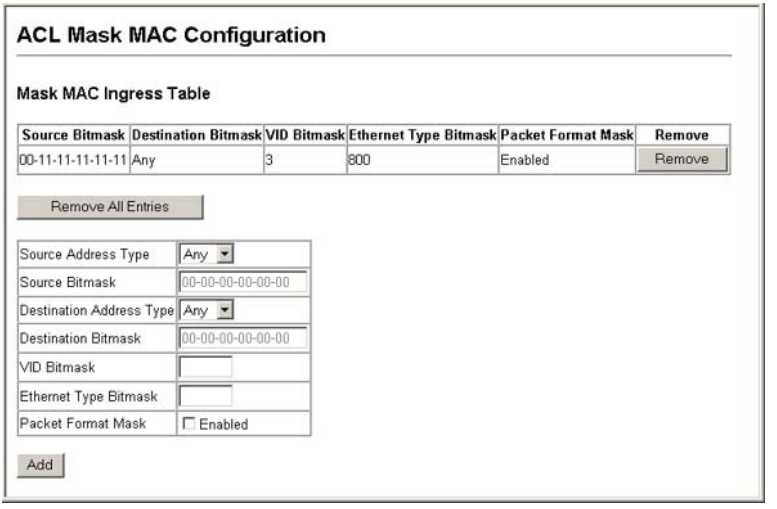


Figure 3-49 ACL Mask Configuration - MAC

CLI – This example shows how to create an Ingress MAC ACL and bind it to a port. You can then see that the order of the rules have been changed by the mask.

```
Console(config)#access-list mac M4                                    4-138
Console(config-mac-acl)#permit any any                                4-139
Console(config-mac-acl)#deny tagged-eth2 00-11-11-11-11-11
  ff-ff-ff-ff-ff-ff any vid 3                                         4-139
Console(config-mac-acl)#end
Console#show access-list                                              4-141
MAC access-list M4:
  permit any any
  deny tagged-eth2 host 00-11-11-11-11-11 any vid 3
Console(config)#access-list mac mask-precedence in                    4-141
Console(config-mac-mask-acl)#mask pktformat
  ff-ff-ff-ff-ff-ff any vid                                           4-142
Console(config-mac-mask-acl)#exit
Console(config)#interface ethernet 1/12                               4-170
Console(config-if)#mac access-group M4 in                             4-145
Console(config-if)#end
Console#show access-list
MAC access-list M4:
  deny tagged-eth2 host 00-11-11-11-11-11 any vid 3
  permit any any
MAC ingress mask ACL:
  mask pktformat host any vid
Console#
```

Binding a Port to an Access Control List

After configuring the Access Control Lists (ACL), you should bind them to the ports that need to filter traffic. You can only bind a port to one ACL for each basic type – IP ingress, IP egress, MAC ingress and MAC egress.

Command Usage

- You must configure a mask for an ACL rule before you can bind it to a port.
- This switch supports ACLs for both ingress and egress filtering. However, you can only bind one IP ACL and one MAC ACL to any port for ingress filtering, and one IP ACL and one MAC ACL to any port for egress filtering. In other words, only four ACLs can be bound to an interface – Ingress IP ACL, Egress IP ACL, Ingress MAC ACL and Egress MAC ACL.

- When an ACL is bound to an interface as an egress filter, all entries in the ACL must be deny rules. Otherwise, the bind operation will fail.
- The switch does not support the explicit "deny any any" rule for the egress IP ACL or the egress MAC ACLs. If these rules are included in an ACL, and you attempt to bind the ACL to an interface for egress checking, the bind operation will fail.

Command Attributes

- **Port** – Port number. (Range: 1-8)
- **IP** – Specifies the IP ACL to bind to a port.
- **MAC** – Specifies the MAC ACL to bind to a port.
- **IN** – ACL for ingress packets.
- **OUT** – ACL for egress packets.
- *ACL Name* – Name of the ACL.

Web – Click Security, ACL, Port Binding. Mark the Enable field for the port you want to bind to an ACL for ingress or egress traffic, select the required ACL from the drop-down list, then click Apply.

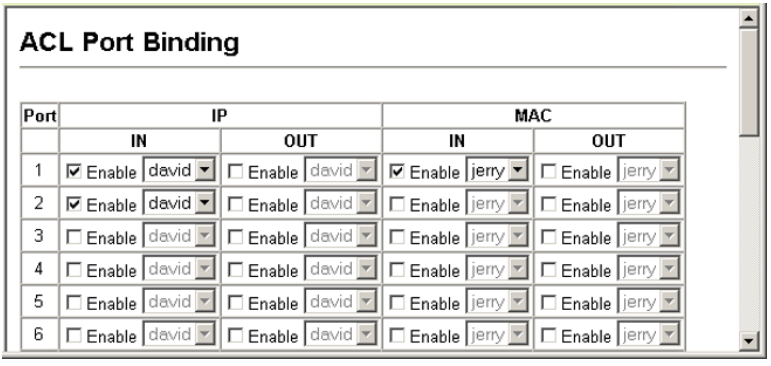

ACL Port Binding
Port
IP
MAC
IN
OUT
IN
OUT
1 Enable david Enable david Enable jerry Enable jerry
2 Enable david Enable david Enable jerry Enable jerry
3 Enable david Enable david Enable jerry Enable jerry
4 Enable david Enable david Enable jerry Enable jerry
5 Enable david Enable david Enable jerry Enable jerry
6 Enable david Enable david Enable jerry Enable jerry

Figure 3-50 ACL Port Binding

CLI – This examples assigns an IP and MAC ingress ACL to port 1, and an IP ingress ACL to port 2.

```
Console(config)#interface ethernet 1/1                          4-170
Console(config-if)#ip access-group david in                     4-132
Console(config-if)#mac access-group jerry in                    4-145
Console(config-if)#exit
Console(config)#interface ethernet 1/2
Console(config-if)#ip access-group david in
Console(config-if)#
```

Port Configuration

Displaying Connection Status

You can use the Port Information or Trunk Information pages to display the current connection status, including link state, speed/duplex mode, and auto-negotiation.

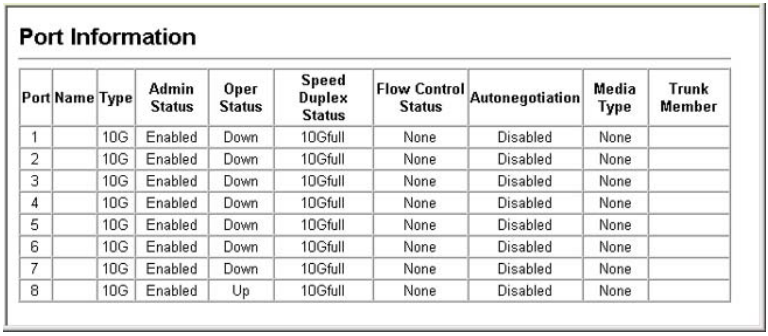
Field Attributes (Web)

- **Port** – Port number.
- **Name** – Interface label.
- **Type** – Indicates the port type. (10G)
- **Admin Status** – Shows if the interface is enabled or disabled.
- **Oper Status** – Indicates if the link is Up or Down.
- **Speed Duplex Status** – Shows the current speed and duplex mode. (10Gfull)
- **Flow Control Status**[7] – Indicates the type of flow control currently in use. (IEEE 802.3x, Back-Pressure or None)
- **Autonegotiation** – Shows if auto-negotiation is enabled for disabled. (This setting is fixed at "Disabled" for all 10G ports.)
- **Trunk Member**[8] – Shows if port is a trunk member.

7. There are interoperability problems between Flow Control and Head-of-Line (HOL) blocking for the switch ASIC; Flow Control is therefore not supported for this switch.
8. Port Information only.

- **Creation**[9] – Shows if a trunk is manually configured or dynamically set via LACP.

Web – Click Port, Port Information or Trunk Information.



Port Information

Port	Name	Type	Admin Status	Oper Status	Speed Duplex Status	Flow Control Status	Autonegotiation	Media Type	Trunk Member
1		10G	Enabled	Down	10Gfull	None	Disabled	None	
2		10G	Enabled	Down	10Gfull	None	Disabled	None	
3		10G	Enabled	Down	10Gfull	None	Disabled	None	
4		10G	Enabled	Down	10Gfull	None	Disabled	None	
5		10G	Enabled	Down	10Gfull	None	Disabled	None	
6		10G	Enabled	Down	10Gfull	None	Disabled	None	
7		10G	Enabled	Down	10Gfull	None	Disabled	None	
8		10G	Enabled	Up	10Gfull	None	Disabled	None	

Figure 3-51 Port - Port Information

Field Attributes (CLI)

Basic information:

- **Port type** – Indicates the port type. (10G or 100-TX)
- **MAC address** – The physical layer address for this port. (To access this item on the web, see "Setting the Switch's IP Address" on page 3-20.)

Configuration:

- **Name** – Interface label.
- **Port admin** – Shows if the interface is enabled or disabled (i.e., up or down).
- **Speed-duplex** – Shows the current speed and duplex mode. (Auto, or fixed choice)

9. Trunk Information only.

- **Capabilities** – Specifies the capabilities to be advertised for a port during auto-negotiation. (To access this item on the web, see "Configuring Interface Connections" on page 3-48.) The following capabilities are supported.
  - **10half** - Supports 10 Mbps half-duplex operation
  - **10full** - Supports 10 Mbps full-duplex operation
  - **100half** - Supports 100 Mbps half-duplex operation
  - **100full** - Supports 100 Mbps full-duplex operation
  - **10Gfull** - Supports 10 Gbps full-duplex operation
- **Broadcast storm** – Shows if broadcast storm control is enabled or disabled.
- **Broadcast storm limit** – Shows the broadcast storm threshold. (500 - 262143 packets per second)
- **LACP** – Shows if LACP is enabled or disabled.
- **Port security** – Shows if port security is enabled or disabled.
- **Max MAC count** – Shows the maximum number of MAC address that can be learned by a port. (0 - 1024 addresses)
- **Port security action** – Shows the response to take when a security violation is detected. (shutdown, trap, trap-and-shutdown)

Current status:

- **Link status** – Indicates if the link is up or down.
- **Port operation status** – Provides detailed information on port state. (Displayed only when the link is up.).
- **Operation speed-duplex** – Shows the current speed and duplex mode.

CLI – This example shows the connection status for Port 5.

```
Console#show interfaces status ethernet 1/5                    4-177
Information of Eth 1/5
 Basic Information:
  Port Type:              10G
  Mac Address:            00-0C-DB-21-11-38
 Configuration:
  Name:
  Port Admin:             Up
  Speed-duplex:           10G full
  Capabilities:
  Broadcast Storm:        Enabled
  Broadcast Storm Limit:  1042 packets/second
  LACP:                   Disabled
  Port Security:          Disabled
  Max MAC Count:          0
  Port Security Action:   None
  Media Type:             None
 Current status:
  Link Status:            Up
  Port Operation Status:  Up
  Operation Speed-duplex: 10G full
Console#
```

Configuring Interface Connections

You can use the Port Configuration or Trunk Configuration page to enable/disable an interface, set auto-negotiation and the interface capabilities to advertise, or manually fix the speed and duplex mode.

Note: Interface settings for the management port can only be configured from the CLI.

Command Attributes

- **Port** – Port number. (Range: 1-8)
- **Name** – Allows you to label an interface. (Range: 1-64 characters)
- **Admin** – Allows you to manually disable an interface. You can disable an interface due to abnormal behavior (e.g., excessive collisions), and then reenable it after the problem has been resolved. You may also disable an interface for security reasons.
- **Speed/Duplex**[10] – Allows you to manually set the port speed and duplex mode; i.e., with auto-negotiation disabled. (This is fixed at 10G, full duplex for Ports 1 - 8.)
- **Autonegotiation**[10] (Port Capabilities) – Allows auto-negotiation to be enabled/disabled. When auto-negotiation is enabled, you need to specify the capabilities to be advertised. When auto-negotiation is disabled, you can force the settings for speed and mode.The following capabilities are supported.
  - **10half** - Supports 10 Mbps half-duplex operation
  - **10full** - Supports 10 Mbps full-duplex operation
  - **100half** - Supports 100 Mbps half-duplex operation
  - **100full** - Supports 100 Mbps full-duplex operation
  - **10Gfull** - Supports 10 Gbps full-duplex operation

  (Default: Disabled for Ports 1-8, enabled for Port 9; Advertised capabilities for Ports 1-8: 10Gfull, Port 9: 100BASE-TX – 10half, 10full, 100half, 100full)

10. The settings for this parameter cannot be changed.

- **Trunk** – Indicates if a port is a member of a trunk. To create trunks and select port members, see "Creating Trunk Groups" on page 3-127.

Note: Auto-negotiation must be disabled before you can configure or force the interface to use the Speed/Duplex Mode.

Web – Click Port, Port Configuration or Trunk Configuration. Modify the required interface settings, and click Apply.

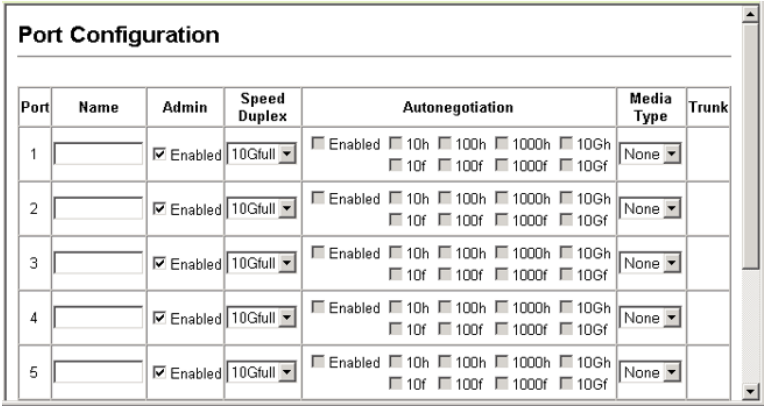


Figure 3-52 Port - Port Configuration

CLI – Select the interface, and then enter the required settings.

```
Console(config)#interface ethernet 1/8                    4-170
Console(config-if)#description RD SW#8                    4-170
Console(config-if)#shutdown                               4-174
.
Console(config-if)#no shutdown
Console(config-if)#no negotiation                         4-172
Console(config-if)#speed-duplex 100half                   4-171
.
Console(config-if)#negotiation
Console(config-if)#capabilities 100half                   4-173
Console(config-if)#capabilities 100full
```

Creating Trunk Groups

You can create multiple links between devices that work as one virtual, aggregate link. A port trunk offers a dramatic increase in bandwidth for network segments where bottlenecks exist, as well as providing a fault-tolerant link between two switches. You can create up to four trunks.

The switch supports both static trunking and dynamic Link Aggregation Control Protocol (LACP). Static trunks have to be manually configured at both ends of the link, and the switches must comply with the Cisco EtherChannel standard. On the other hand, LACP configured ports can automatically negotiate a trunked link with LACP-configured ports on another device. You can configure any number of ports on the switch as LACP, as long as they are not already configured as part of a static trunk. If ports on another device are also configured as LACP, the switch and the other device will negotiate a trunk link between them. If an LACP trunk consists of more than four ports, all other ports will be placed in a standby mode. Should one link in the trunk fail, one of the standby ports will automatically be activated to replace it.

Command Usage

Besides balancing the load across each port in the trunk, the other ports provide redundancy by taking over the load if a port in the trunk fails. However, before making any physical connections between devices, use the web interface or CLI to specify the trunk on the devices at both ends. When using a port trunk, take note of the following points:

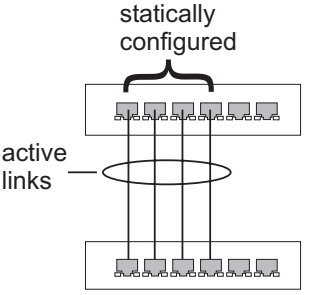
- Finish configuring port trunks before you connect the corresponding network cables between switches to avoid creating a loop.
- You can create up to four trunks on a switch, with up to four 10Gbps ports per trunk.
- The ports at both ends of a connection must be configured as trunk ports.
- When configuring static trunks on switches of different types, they must be compatible with the Cisco EtherChannel standard.

- The ports at both ends of a trunk must be configured in an identical manner, including VLAN assignments and CoS settings.
- Any of the 10 Gigabit ports on the front panel can be trunked together, including ports of different media types.
- All the ports in a trunk have to be treated as a whole when moved from/to, added or deleted from a VLAN.
- STP, VLAN, and IGMP settings can only be made for the entire trunk.

Statically Configuring a Trunk

Command Usage

- When configuring static trunks, you may not be able to link switches of different types, depending on the manufacturer's implementation. However, note that the static trunks on this switch are Cisco EtherChannel compatible.



- To avoid creating a loop in the network, be sure you add a static trunk via the configuration interface before connecting the ports, and also disconnect the ports before removing a static trunk via the configuration interface.

Command Attributes

- **Member List** (Current) – Shows configured trunks (Trunk ID, Unit, Port).
- **New** – Includes entry fields for creating new trunks.
  - **Trunk** – Trunk identifier. (Range: 1-4)
  - **Port** – Port identifier. (Range: 1-8)

Web – Click Port, Trunk Membership. Enter a trunk ID of 1-4 in the Trunk field, select any of the switch ports from the scroll-down port list, and click Add. After you have completed adding ports to the member list, click Apply.

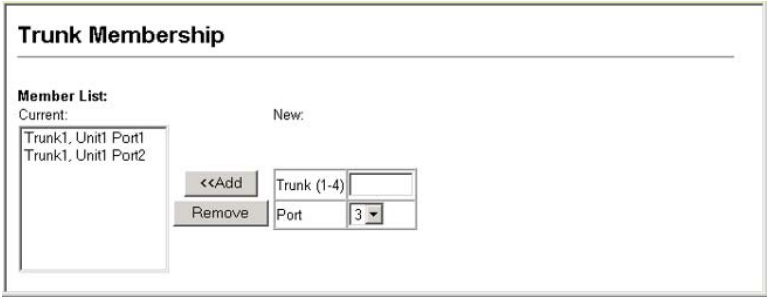


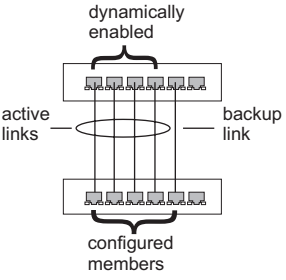
Figure 3-53 Static Trunk Configuration

CLI – This example creates trunk 1 with ports 1 and 2. Just connect these ports to two static trunk ports on another switch to form a trunk.

```
Console(config)#interface port-channel 1                          4-170
Console(config-if)#exit
Console(config)#interface ethernet 1/1                            4-170
Console(config-if)#channel-group 1                                4-187
Console(config-if)#exit
Console(config)#interface ethernet 1/2
Console(config-if)#channel-group 1
Console(config-if)#end
Console#show interfaces status port-channel 1                     4-177
Information of Trunk 1
 Basic information:
  Port type:              10G
  Mac address:            00-30-F1-D4-73-A2
 Configuration:
  Name:
  Port admin:             Up
  Speed-duplex:           10G full
  Capabilities:
  Port security:          Disabled
  Max MAC count:          0
 Current status:
  Created by:             User
  Link status:            Up
  Port operation status:  Up
  Operation speed-duplex: 10G full
  Member Ports: Eth1/1, Eth1/2,
Console#
```

Enabling LACP on Selected Ports

Command Usage



- To avoid creating a loop in the network, be sure you enable LACP before connecting the ports, and also disconnect the ports before disabling LACP.
- If the target switch has also enabled LACP on the connected ports, the trunk will be activated automatically.
- A trunk formed with another switch using LACP will automatically be assigned the next available trunk ID.
- If more than four ports attached to the same target switch have LACP enabled, the additional ports will be placed in standby mode, and will only be enabled if one of the active links fails.
- Trunks dynamically established through LACP will also be shown in the Member List on the Trunk Membership menu (see page 3-128).

Command Attributes

- **Member List** (Current) – Shows configured trunks (Unit, Port).
- **New** – Includes entry fields for creating new trunks.
  - **Port** – Port identifier. (Range: 1-8)

Web – Click Port, LACP, Configuration. Select any of the switch ports from the scroll-down port list and click Add. After you have completed adding ports to the member list, click Apply.

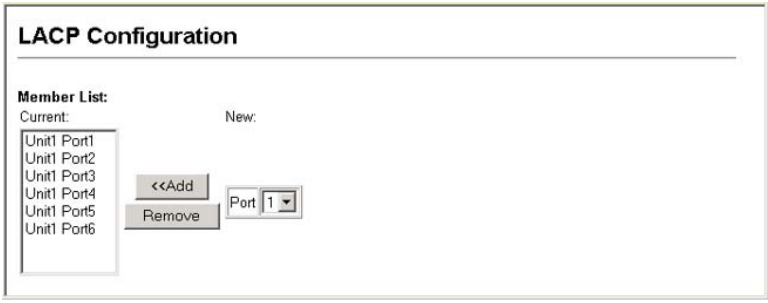


Figure 3-54 LACP Trunk Configuration

CLI – The following example enables LACP for ports 1 to 6. Just connect these ports to LACP-enabled trunk ports on another switch to form a trunk.

```
Console(config)#interface ethernet 1/1                          4-170
Console(config-if)#lacp                                         4-170
Console(config-if)#exit
:
Console(config)#interface ethernet 1/6
Console(config-if)#lacp
Console(config-if)#end
Console#show interfaces status port-channel 1                   4-177
Information of Trunk 1
 Basic information:
  Port type:              10G
  Mac address:            00-30-F1-D4-73-A2
 Configuration:
  Name:
  Port admin:             Up
  Speed-duplex:           10G full
  Capabilities:
  Port security:          Disabled
  Max MAC count:          0
 Current status:
  Created by:             LACP
  Link status:            Up
  Port operation status:  Up
  Operation speed-duplex: 10G full
  Flow control type:      None
  Member Ports: Eth1/1, Eth1/2, Eth1/3, Eth1/4,
Console#
```

Configuring LACP Parameters

Dynamically Creating a Port Channel –

Ports assigned to a common port channel must meet the following criteria:

- Ports must have the same LACP System Priority.
- Ports must have the same LACP port Admin Key.
- However, if the "port channel" Admin Key is set (page 4-142), then the port Admin Key must be set to the same value for a port to be allowed to join a channel group.

  Note – If the port channel admin key (lacp admin key, page 4-192) is not set (through the CLI) when a channel group is formed (i.e., it has a null value of 0), this key is set to the same value as the port admin key used by the interfaces that joined the group (lacp admin key, as described in this section and on page 4-191).

Command Attributes

Set Port Actor – This menu sets the local side of an aggregate link; i.e., the ports on this switch.

- **Port** – Port number. (Range: 1-8)
- **System Priority** – LACP system priority is used to determine link aggregation group (LAG) membership, and to identify this device to other switches during LAG negotiations. (Range: 0-65535; Default: 32768)
  - Ports must be configured with the same system priority to join the same LAG.
  - System priority is combined with the switch's MAC address to form the LAG identifier. This identifier is used to indicate a specific LAG during LACP negotiations with other systems.
- **Admin Key** – The LACP administration key must be set to the same value for ports that belong to the same LAG. (Range: 0-65535; Default: 1)

- **Port Priority** – If a link goes down, LACP port priority is used to select a backup link. (Range: 0-65535; Default: 32768)

Set Port Partner – This menu sets the remote side of an aggregate link; i.e., the ports on the attached device. The command attributes have the same meaning as those used for the port actor. However, configuring LACP settings for the partner only applies to its administrative state, not its operational state, and will only take effect the next time an aggregate link is established with the partner.

Web – Click Port, LACP, Aggregation Port. Set the System Priority, Admin Key, and Port Priority for the Port Actor. You can optionally configure these settings for the Port Partner. (Be aware that these settings only affect the administrative state of the partner, and will not take effect until the next time an aggregate link is formed with this device.) After you have completed setting the port LACP parameters, click Apply.

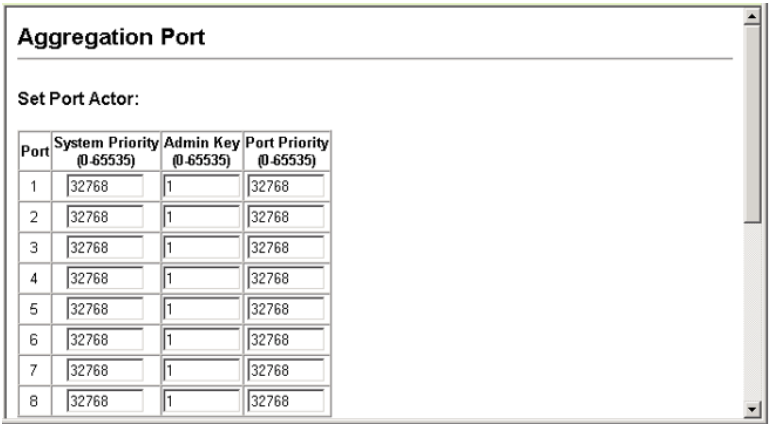


Figure 3-55 LACP - Aggregation Port

CLI – The following example configures LACP parameters for ports 1-6. Ports 1-4 are used as active members of the LAG, ports 5 and 6 are set to backup mode.

```
Console(config)#interface ethernet 1/1                          4-170
Console(config-if)#lacp actor system-priority 3                 4-190
Console(config-if)#lacp actor admin-key 120                     4-191
Console(config-if)#lacp actor port-priority 128                 4-193
Console(config-if)#exit
:
Console(config)#interface ethernet 1/6
Console(config-if)#lacp actor system-priority 3
Console(config-if)#lacp actor admin-key 120
Console(config-if)#lacp actor port-priority 512
Console(config-if)#end
Console#show lacp sysid                                         4-194
Channel Group    System Priority    System MAC Address
-------------------------------------------------------------------
            1                  3     00-00-E9-31-31-31
            2              32768     00-00-E9-31-31-31
            3              32768     00-00-E9-31-31-31
:
Console#show lacp 1 internal                                    4-194
Port channel: 1
-------------------------------------------------------------------
Oper Key:  120
Admin Key: 0
Eth 1/ 1
-------------------------------------------------------------------
  LACPDUs Internal:     30 sec
  LACP System Priority: 3
  LACP Port Priority:   128
  Admin Key:            120
  Oper Key:             120
  Admin State: defaulted, aggregation, long timeout, LACP-activity
  Oper State:           distributing, collecting, synchronization,
                        aggregation, long timeout, LACP-activity
:
```

Displaying LACP Port Counters

You can display statistics for LACP protocol messages.

Table 3-8 LACP Port Counters

Parameter	Description
LACPDUs Sent	Number of valid LACPDUs transmitted from this channel group.
LACPDUs Received	Number of valid LACPDUs received by this channel group.
Marker Sent	Number of valid Marker PDUs transmitted from this channel group.
Marker Received	Number of valid Marker PDUs received by this channel group.
Marker Unknown Pkts	Number of frames received that either (1) Carry the Slow Protocols Ethernet Type value, but contain an unknown PDU, or (2) are addressed to the Slow Protocols group MAC Address, but do not carry the Slow Protocols Ethernet Type.
Marker Illegal Pkts	Number of frames that carry the Slow Protocols Ethernet Type value, but contain a badly formed PDU or an illegal value of Protocol Subtype.

Web – Click Port, LACP, Port Counters Information. Select a member port to display the corresponding information.

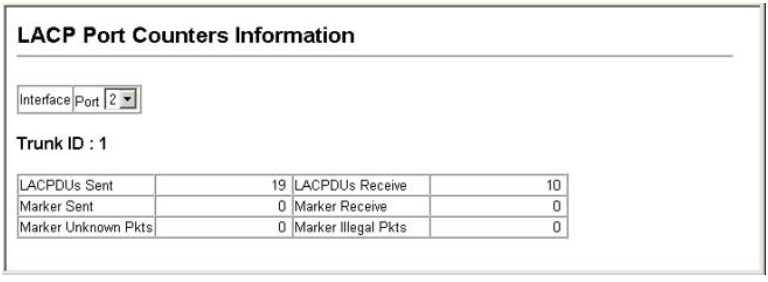

LACP Port Counters Information
Interface Port 2
Trunk ID : 1
LACPDUs Sent 19 LACPDUs Receive 10
Marker Sent 0 Marker Receive 0
Marker Unknown Pkts 0 Marker Illegal Pkts 0

Figure 3-56 LACP - Port Counters Information

CLI – The following example displays LACP counters for port channel 1.

```
Console#show lacp 1 counters                                    4-194
Port channel: 1
---------------------------------------------------------------------
Eth 1/ 2
---------------------------------------------------------------------
  LACPDUs Sent:          19
  LACPDUs Receive:       10
  Marker Sent:           0
  Marker Receive:        0
  LACPDUs Unknown Pkts:  0
  LACPDUs Illegal Pkts:  0
:
```

Displaying LACP Settings and Status for the Local Side

You can display configuration settings and the operational state for the local side of an link aggregation.

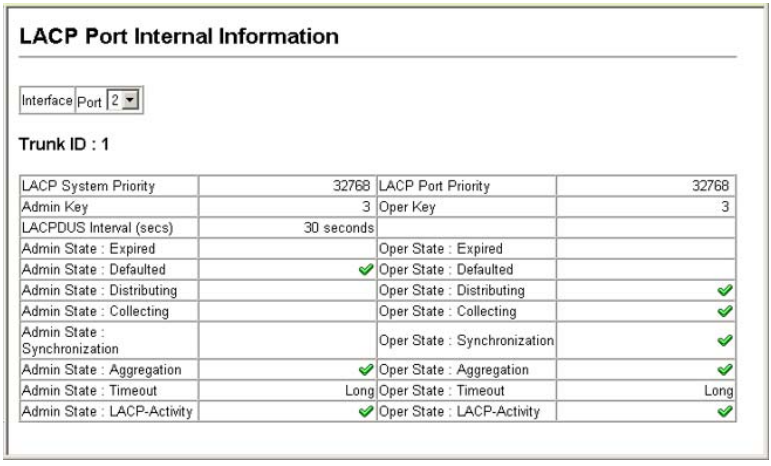
Table 3-9 LACP Internal Configuration Information

Field	Description
Oper Key	Current operational value of the key for the aggregation port.
Admin Key	Current administrative value of the key for the aggregation port.
LACPDUs Internal	Number of seconds before invalidating received LACPDU information.
LACP System Priority	LACP system priority assigned to this port channel.

Table 3-9 LACP Internal Configuration Information (Continued)

Field	Description
LACP Port Priority	LACP port priority assigned to this interface within the channel group.
Admin State, Oper State	Administrative or operational values of the actor's state parameters: • Expired – The actor's receive machine is in the expired state; • Defaulted – The actor's receive machine is using defaulted operational partner information, administratively configured for the partner. • Distributing – If false, distribution of outgoing frames on this link is disabled; i.e., distribution is currently disabled and is not expected to be enabled in the absence of administrative changes or changes in received protocol information. • Collecting – Collection of incoming frames on this link is enabled; i.e., collection is currently enabled and is not expected to be disabled in the absence of administrative changes or changes in received protocol information. • Synchronization – The System considers this link to be IN_SYNC; i.e., it has been allocated to the correct Link Aggregation Group, the group has been associated with a compatible Aggregator, and the identity of the Link Aggregation Group is consistent with the System ID and operational Key information transmitted. • Aggregation – The system considers this link to be aggregatable; i.e., a potential candidate for aggregation. • Long timeout – Periodic transmission of LACPDUs uses a slow transmission rate. • LACP-Activity – Activity control value with regard to this link. (0: Passive; 1: Active)

Web – Click Port, LACP, Port Internal Information. Select a port channel to display the corresponding information.



LACP Port Internal Information

Interface Port 2

Trunk ID : 1

LACP System Priority	32768	LACP Port Priority	32768
Admin Key	3	Oper Key	3
LACPDUS Interval (secs)	30 seconds		
Admin State : Expired		Oper State : Expired	
Admin State : Defaulted	✓	Oper State : Defaulted	
Admin State : Distributing		Oper State : Distributing	✓
Admin State : Collecting		Oper State : Collecting	✓
Admin State : Synchronization		Oper State : Synchronization	✓
Admin State : Aggregation	✓	Oper State : Aggregation	✓
Admin State : Timeout	Long	Oper State : Timeout	Long
Admin State : LACP-Activity	✓	Oper State : LACP-Activity	✓

Figure 3-57 LACP - Port Internal Information

CLI – The following example displays the LACP configuration settings and operational state for the local side of port channel 1.

```
Console#show lacp 1 internal                                    4-194
Port channel: 1
------------------------------------------------------------------------
Oper Key:  3
Admin Key: 0
Eth 1/ 2
------------------------------------------------------------------------
  LACPDUs Internal:     30 sec
  LACP System Priority: 32768
  LACP Port Priority:   32768
  Admin Key:            3
  Oper Key:             3
  Admin State: defaulted, aggregation, long timeout, LACP-activity
  Oper State:           distributing, collecting, synchronization,
                        aggregation, long timeout, LACP-activity
:
```

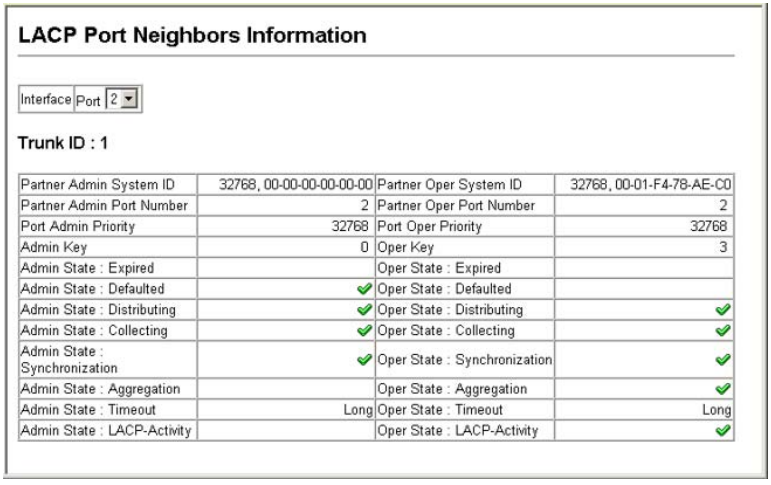
Displaying LACP Settings and Status for the Remote Side

You can display configuration settings and the operational state for the remote side of an link aggregation.

Table 3-10 LACP Neighbor Configuration Information

Field	Description
Partner Admin System ID	LAG partner's system ID assigned by the user.
Partner Oper System ID	LAG partner's system ID assigned by the LACP protocol.
Partner Admin Port Number	Current administrative value of the port number for the protocol Partner.
Partner Oper Port Number	Operational port number assigned to this aggregation port by the port's protocol partner.
Port Admin Priority	Current administrative value of the port priority for the protocol partner.
Port Oper Priority	Priority value assigned to this aggregation port by the partner.
Admin Key	Current administrative value of the Key for the protocol partner.
Oper Key	Current operational value of the Key for the protocol partner.
Admin State	Administrative values of the partner's state parameters. (See preceding table.)
Oper State	Operational values of the partner's state parameters. (See preceding table.)

Web – Click Port, LACP, Port Neighbors Information. Select a port channel to display the corresponding information.



LACP Port Neighbors Information

Interface Port 2

Trunk ID : 1

Partner Admin System ID	32768, 00-00-00-00-00-00	Partner Oper System ID	32768, 00-01-F4-78-AE-C0
Partner Admin Port Number	2	Partner Oper Port Number	2
Port Admin Priority	32768	Port Oper Priority	32768
Admin Key	0	Oper Key	3
Admin State : Expired		Oper State : Expired	
Admin State : Defaulted	✔	Oper State : Defaulted	
Admin State : Distributing	✔	Oper State : Distributing	✔
Admin State : Collecting	✔	Oper State : Collecting	✔
Admin State : Synchronization	✔	Oper State : Synchronization	✔
Admin State : Aggregation		Oper State : Aggregation	✔
Admin State : Timeout	Long	Oper State : Timeout	Long
Admin State : LACP-Activity		Oper State : LACP-Activity	✔

Figure 3-58 LACP - Port Neighbors Information

CLI – The following example displays the LACP configuration settings and operational state for the remote side of port channel 1.

```
Console#show lacp 1 neighbors                                    4-194
Port channel 1 neighbors
------------------------------------------------------------------------
Eth 1/2
------------------------------------------------------------------------
  Partner Admin System ID:   32768, 00-00-00-00-00-00
  Partner Oper System ID:    32768, 00-01-F4-78-AE-C0
  Partner Admin Port Number: 2
  Partner Oper Port Number:  2
  Port Admin Priority:       32768
  Port Oper Priority:        32768
  Admin Key:                 0
  Oper Key:                  3
  Admin State:               defaulted, distributing, collecting,
                             synchronization, long timeout,
  Oper State:              distributing, collecting, synchronization,
                             aggregation, long timeout, LACP-activity
:
```

Setting Broadcast Storm Thresholds

Broadcast storms may occur when a device on your network is malfunctioning, or if application programs are not well designed or properly configured. If there is too much broadcast traffic on your network, performance can be severely degraded or everything can come to complete halt.

You can protect your network from broadcast storms by setting a threshold for broadcast traffic for each port. Any broadcast packets exceeding the specified threshold will then be dropped.

Command Usage

Broadcast control does not effect IP multicast traffic.

Command Attributes

- **Port**[11] – Port number. (Range: 1-8)
- **Trunk**[12] – Trunk number
- **Type** – Indicates the port type. (10G)
- **Protect Status** – Shows whether or not broadcast storm control has been enabled. (Default: Enabled)
- **Threshold** – Threshold as percentage of port bandwidth. (Options: 1042-262143 packets per second; Default: 1042 pps)
- **Trunk**[11] – Shows if port is a trunk member.

11. Port Broadcast Control
12. Trunk Broadcast Control

Web – Click Port, Port Broadcast Control or Trunk Broadcast Control. Check the Enabled box for any interface, set the threshold, and click Apply.

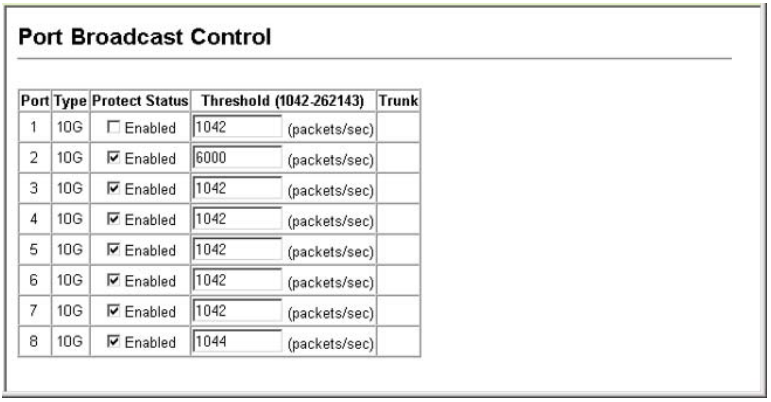

Port Broadcast Control
Port Type Protect Status Threshold (1042-262143) Trunk
1 10G Enabled 1042 (packets/sec)
2 10G Enabled 6000 (packets/sec)
3 10G Enabled 1042 (packets/sec)
4 10G Enabled 1042 (packets/sec)
5 10G Enabled 1042 (packets/sec)
6 10G Enabled 1042 (packets/sec)
7 10G Enabled 1042 (packets/sec)
8 10G Enabled 1044 (packets/sec)

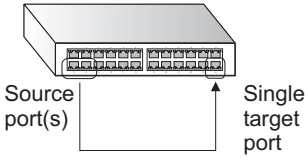
Figure 3-59 Port Broadcast Control

CLI – Specify any interface, and then enter the threshold. The following disables broadcast storm control for port 1, and then sets broadcast suppression at 6000 packets per second for port 2.

```
Console(config)#interface ethernet 1/1                          4-170
Console(config-if)#no switchport broadcast                      4-175
Console(config-if)#exit
Console(config)#interface ethernet 1/2
Console(config-if)#switchport broadcast packet-rate 6000        4-175
Console(config-if)#end
Console#show interfaces switchport ethernet 1/2                 4-180
Information of Eth 1/2
 Broadcast Threshold:           Enabled, 6000 packets/second
 LACP Status:                   Enabled
 Ingress Rate Limit:            Disabled, 10000M bits per second
 Egress Rate Limit:             Disabled, 10000M bits per second
 VLAN Membership Mode:          Hybrid
 Ingress Rule:                  Disabled
 Acceptable Frame Type:         All frames
 Native VLAN:                   1
 Priority for Untagged Traffic: 0
 GVRP Status:                   Disabled
 Allowed VLAN:                     1(u),
 Forbidden VLAN:
Console#
```

Configuring Port Mirroring

You can mirror traffic from any source port to a target port for real-time analysis. You can then attach a logic analyzer or RMON probe to the target port and study the traffic crossing the source port in a completely unobtrusive manner.



Command Usage

- Monitor port speed should match or exceed source port speed, otherwise traffic may be dropped from the monitor port.
- All mirror sessions have to share the same destination port.
- When mirroring port traffic, the target port must be included in the same VLAN as the source port.

Command Attributes

- **Mirror Sessions** – Displays a list of current mirror sessions.
- **Source Port** – The port whose traffic will be monitored. (Range: 1-8)
- **Type** – Allows you to select which traffic to mirror to the target port, Rx (receive), Tx (transmit), or Both. (Default: Rx)
- **Target Port** – The port that will "mirror" the traffic from the source port. (Range: 1-8)

Web – Click Port, Mirror Port Configuration. Specify the source port, the traffic type to be mirrored, and the monitor port, then click Add.

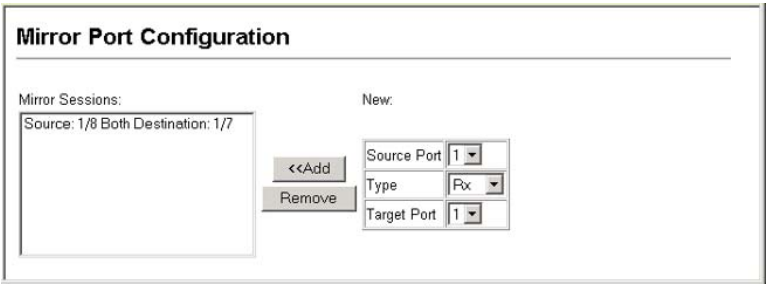


Figure 3-60 Mirror Port Configuration

CLI – Use the interface command to select the monitor port, then use the port monitor command to specify the source port. Note that default mirroring under the CLI is for both received and transmitted packets.

```
Console(config)#interface ethernet 1/7                    4-170
Console(config-if)#port monitor ethernet 1/8              4-182
Console(config-if)#
```

Configuring Rate Limits

This function allows the network manager to control the maximum rate for traffic transmitted or received on an interface. Rate limiting is configured on interfaces at the edge of a network to limit traffic into or out of the switch. Traffic that falls within the rate limit is transmitted, while packets that exceed the acceptable amount of traffic are dropped.

Rate limiting can be applied to individual ports or trunks. When an interface is configured with this feature, the traffic rate will be monitored by the hardware to verify conformity. Non-conforming traffic is dropped, conforming traffic is forwarded without any changes.

Command Attribute

Rate Limit – Sets the output rate limit for an interface.

- Default Status – Disabled
- Default Rate – 10000 Mbps
- Range – 1 - 10000 Mbps

Web - Click Port, Rate Limit, Input/Output Port/Trunk Configuration. Set the Input Rate Limit Status or Output Rate Limit Status, then set the rate limit for the individual interfaces, and click Apply.

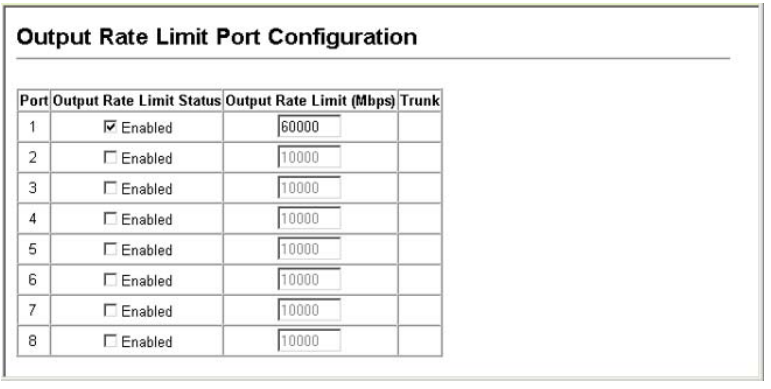


Figure 3-61 Rate Limit Configuration

CLI - This example sets the rate limit for input and output traffic passing through port 1 to 6000 Mbps.

```
Console(config)#interface ethernet 1/1                          4-170
Console(config-if)#rate-limit input 6000                        4-185
Console(config-if)#rate-limit output 6000
Console(config-if)#
```

Showing Port Statistics

You can display standard statistics on network traffic from the Interfaces Group and Ethernet-like MIBs, as well as a detailed breakdown of traffic based on the RMON MIB. Interfaces and Ethernet-like statistics display errors on the traffic passing through each port. This information can be used to identify potential problems with the switch (such as a faulty port or unusually heavy loading). RMON statistics provide access to a broad range of statistics, including a total count of different frame types and sizes passing through each port. All values displayed have been accumulated since the last system reboot, and are shown as counts per second. Statistics are refreshed every 60 seconds by default.

Note: RMON groups 2, 3 and 9 can only be accessed using SNMP management software such as SMC EliteView.

Table 3-11 Port Statistics

Parameter	Description
Interface Statistics	
Received Octets	The total number of octets received on the interface, including framing characters.
Received Unicast Packets	The number of subnetwork-unicast packets delivered to a higher-layer protocol.
Received Multicast Packets	The number of packets, delivered by this sub-layer to a higher (sub-)layer, which were addressed to a multicast address at this sub-layer.
Received Broadcast Packets	The number of packets, delivered by this sub-layer to a higher (sub-)layer, which were addressed to a broadcast address at this sub-layer.

Table 3-11 Port Statistics (Continued)

Parameter	Description
Received Discarded Packets	The number of inbound packets which were chosen to be discarded even though no errors had been detected to prevent their being deliverable to a higher-layer protocol. One possible reason for discarding such a packet could be to free up buffer space.
Received Unknown Packets	The number of packets received via the interface which were discarded because of an unknown or unsupported protocol.
Received Errors	The number of inbound packets that contained errors preventing them from being deliverable to a higher-layer protocol.
Transmit Octets	The total number of octets transmitted out of the interface, including framing characters.
Transmit Unicast Packets	The total number of packets that higher-level protocols requested be transmitted to a subnetwork-unicast address, including those that were discarded or not sent.
Transmit Multicast Packets	The total number of packets that higher-level protocols requested be transmitted, and which were addressed to a multicast address at this sub-layer, including those that were discarded or not sent.
Transmit Broadcast Packets	The total number of packets that higher-level protocols requested be transmitted, and which were addressed to a broadcast address at this sub-layer, including those that were discarded or not sent.
Transmit Discarded Packets	The number of outbound packets which were chosen to be discarded even though no errors had been detected to prevent their being transmitted. One possible reason for discarding such a packet could be to free up buffer space.
Transmit Errors	The number of outbound packets that could not be transmitted because of errors.

Table 3-11 Port Statistics (Continued)

Parameter	Description
Etherlike Statistics	
Alignment Errors	The number of alignment errors (missynchronized data packets).
Late Collisions	The number of times that a collision is detected later than 512 bit-times into the transmission of a packet.
FCS Errors	A count of frames received on a particular interface that are an integral number of octets in length but do not pass the FCS check. This count does not include frames received with frame-too-long or frame-too-short error.
Excessive Collisions	A count of frames for which transmission on a particular interface fails due to excessive collisions. This counter does not increment when the interface is operating in full-duplex mode.
Single Collision Frames	The number of successfully transmitted frames for which transmission is inhibited by exactly one collision.
Internal MAC Transmit Errors	A count of frames for which transmission on a particular interface fails due to an internal MAC sublayer transmit error.
Multiple Collision Frames	A count of successfully transmitted frames for which transmission is inhibited by more than one collision.
Carrier Sense Errors	The number of times that the carrier sense condition was lost or never asserted when attempting to transmit a frame.
SQE Test Errors	A count of times that the SQE TEST ERROR message is generated by the PLS sublayer for a particular interface.
Frames Too Long	A count of frames received on a particular interface that exceed the maximum permitted frame size.
Deferred Transmissions	A count of frames for which the first transmission attempt on a particular interface is delayed because the medium was busy.

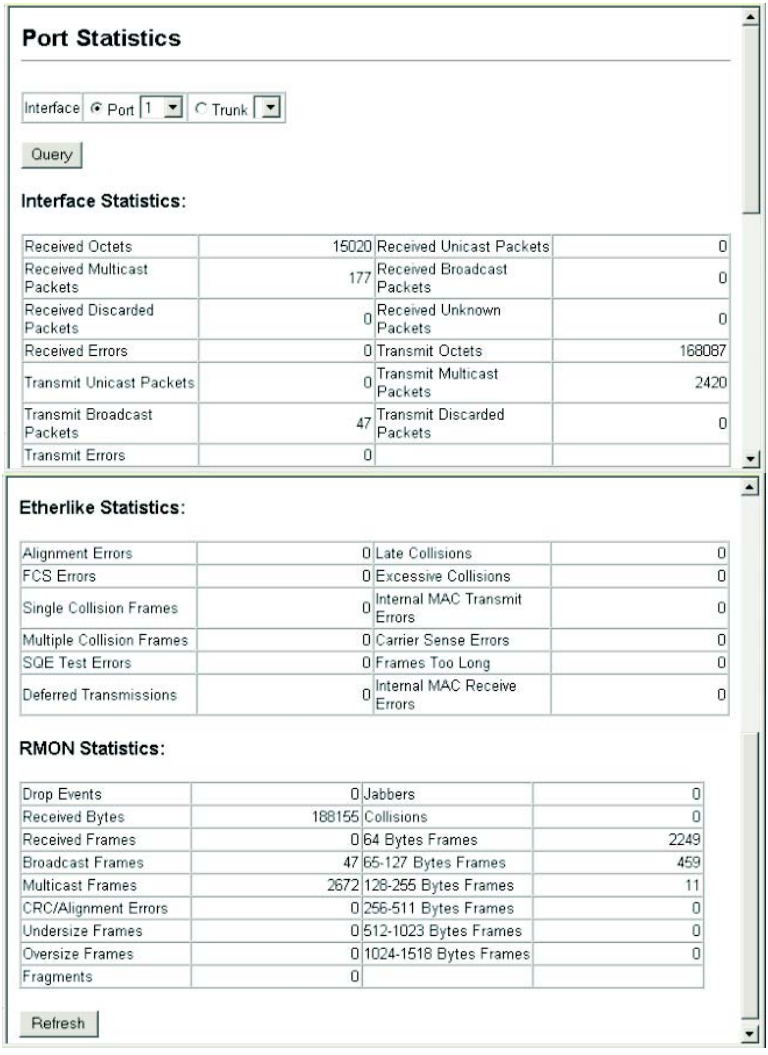
Table 3-11 Port Statistics (Continued)

Parameter	Description
Internal MAC Receive Errors	A count of frames for which reception on a particular interface fails due to an internal MAC sublayer receive error.
RMON Statistics	
Drop Events	The total number of events in which packets were dropped due to lack of resources.
Jabbers	The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets), and had either an FCS or alignment error.
Received Bytes	Total number of bytes of data received on the network. This statistic can be used as a reasonable indication of Ethernet utilization.
Collisions	The best estimate of the total number of collisions on this Ethernet segment.
Received Frames	The total number of frames (bad, broadcast and multicast) received.
Broadcast Frames	The total number of good frames received that were directed to the broadcast address. Note that this does not include multicast packets.
Multicast Frames	The total number of good frames received that were directed to this multicast address.
CRC/Alignment Errors	The number of CRC/alignment errors (FCS or alignment errors).
Undersize Frames	The total number of frames received that were less than 64 octets long (excluding framing bits, but including FCS octets) and were otherwise well formed.
Oversize Frames	The total number of frames received that were longer than 1518 octets (excluding framing bits, but including FCS octets) and were otherwise well formed.
Fragments	The total number of frames received that were less than 64 octets in length (excluding framing bits, but including FCS octets) and had either an FCS or alignment error.

Table 3-11 Port Statistics (Continued)

Parameter	Description
64 Bytes Frames	The total number of frames (including bad packets) received and transmitted that were 64 octets in length (excluding framing bits but including FCS octets).
65-127 Byte Frames 128-255 Byte Frames 256-511 Byte Frames 512-1023 Byte Frames 1024-1518 Byte Frames 1519-1536 Byte Frames	The total number of frames (including bad packets) received and transmitted where the number of octets fall within the specified range (excluding framing bits but including FCS octets).

Web – Click Port, Port Statistics. Select the required interface, and click Query. You can also use the Refresh button at the bottom of the page to update the screen.



Port Statistics

Interface: Port 1 / Trunk

Query

Interface Statistics:

Received Octets	15020	Received Unicast Packets	0
Received Multicast Packets	177	Received Broadcast Packets	0
Received Discarded Packets	0	Received Unknown Packets	0
Received Errors	0	Transmit Octets	168087
Transmit Unicast Packets	0	Transmit Multicast Packets	2420
Transmit Broadcast Packets	47	Transmit Discarded Packets	0
Transmit Errors	0		

Etherlike Statistics:

Alignment Errors	0	Late Collisions	0
FCS Errors	0	Excessive Collisions	0
Single Collision Frames	0	Internal MAC Transmit Errors	0
Multiple Collision Frames	0	Carrier Sense Errors	0
SQE Test Errors	0	Frames Too Long	0
Deferred Transmissions	0	Internal MAC Receive Errors	0

RMON Statistics:

Drop Events	0	Jabbers	0
Received Bytes	188155	Collisions	0
Received Frames	0	64 Bytes Frames	2249
Broadcast Frames	47	65-127 Bytes Frames	459
Multicast Frames	2672	128-255 Bytes Frames	11
CRC/Alignment Errors	0	256-511 Bytes Frames	0
Undersize Frames	0	512-1023 Bytes Frames	0
Oversize Frames	0	1024-1518 Bytes Frames	0
Fragments	0		

Refresh

Figure 3-62 Port Statistics

CLI – This example shows statistics for port 12.

```
Console#show interfaces counters ethernet 1/12                          4-178
Ethernet 1/12
 Iftable stats:
  Octets input: 868453, Octets output: 3492122
  Unicast input: 7315, Unitcast output: 6658
  Discard input: 0, Discard output: 0
  Error input: 0, Error output: 0
  Unknown protos input: 0, QLen output: 0
 Extended iftable stats:
  Multi-cast input: 0, Multi-cast output: 17027
  Broadcast input: 231, Broadcast output: 7
 Ether-like stats:
  Alignment errors: 0, FCS errors: 0
  Single Collision frames: 0, Multiple collision frames: 0
  SQE Test errors: 0, Deferred transmissions: 0
  Late collisions: 0, Excessive collisions: 0
  Internal mac transmit errors: 0, Internal mac receive errors: 0
  Frame too longs: 0, Carrier sense errors: 0
  Symbol errors: 0
 RMON stats:
  Drop events: 0, Octets: 4422579, Packets: 31552
  Broadcast pkts: 238, Multi-cast pkts: 17033
  Undersize pkts: 0, Oversize pkts: 0
  Fragments: 0, Jabbers: 0
  CRC align errors: 0, Collisions: 0
  Packet size <= 64 octets: 25568, Packet size 65 to 127 octets: 1616
  Packet size 128 to 255 octets: 1249, Packet size 256 to 511 octets: 1449
  Packet size 512 to 1023 octets: 802, Packet size 1024 to 1518 octets: 871
Console#
```

Address Table Settings

Switches store the addresses for all known devices. This information is used to pass traffic directly between the inbound and outbound ports. All the addresses learned by monitoring traffic are stored in the dynamic address table. You can also manually configure static addresses that are bound to a specific port.

Setting Static Addresses

A static address can be assigned to a specific interface on this switch. Static addresses are bound to the assigned interface and will not be moved. When a static address is seen on another interface, the address will be ignored and will not be written to the address table.

Command Attributes

- **Static Address Counts**[13] – The number of manually configured addresses.
- **Current Static Address Table** – Lists all the static addresses.
- **Interface** – Port or trunk associated with the device assigned a static address.
- **MAC Address** – Physical address of a device mapped to this interface.
- **VLAN** – ID of configured VLAN (1-4094).

13. Web Only.

Web – Click Address Table, Static Addresses. Specify the interface, the MAC address and VLAN, then click Add Static Address.

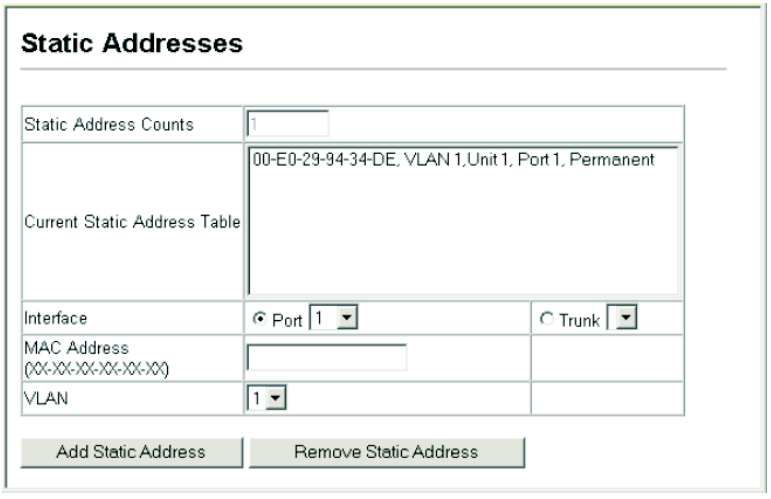


Figure 3-63 Static Addresses

CLI – This example adds an address to the static address table, but sets it to be deleted when the switch is reset.

```
Console(config)#mac-address-table static 00-e0-29-94-34-de
  interface ethernet 1/1 vlan 1 delete-on-reset              4-199
Console(config)#
```

Displaying the Address Table

The Dynamic Address Table contains the MAC addresses learned by monitoring the source address for traffic entering the switch. When the destination address for inbound traffic is found in the database, the packets intended for that address are forwarded directly to the associated port. Otherwise, the traffic is flooded to all ports.

Command Attributes

- **Interface** – Indicates a port or trunk.

- **MAC Address** – Physical address associated with this interface.
- **VLAN** – ID of configured VLAN (1-4094).
- **Address Table Sort Key** – You can sort the information displayed based on MAC address, VLAN or interface (port or trunk).
- **Dynamic Address Counts** – The number of addresses dynamically learned.
- **Current Dynamic Address Table** – Lists all the dynamic addresses.

Web – Click Address Table, Dynamic Addresses. Specify the search type (i.e., mark the Interface, MAC Address, or VLAN checkbox), select the method of sorting the displayed addresses, and then click Query.

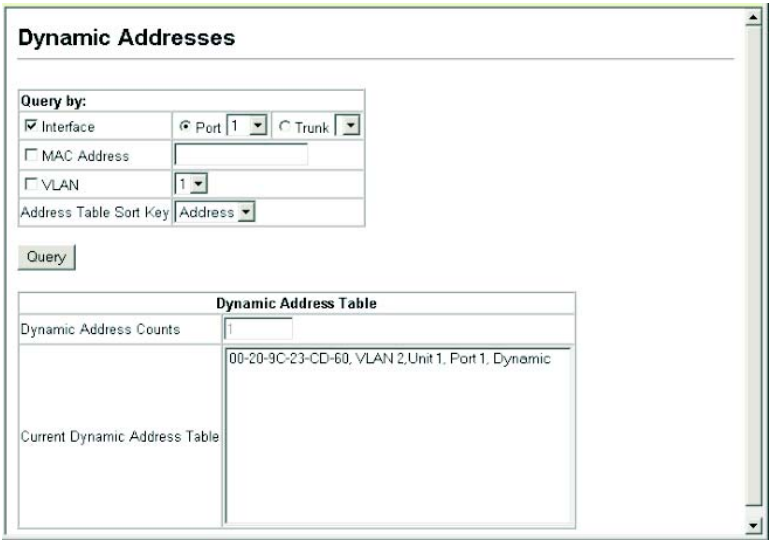


Figure 3-64 Dynamic Addresses

CLI – This example also displays the address table entries for port 1.

```
Console#show mac-address-table interface ethernet 1/1        4-201
 Interface Mac Address       Vlan Type
 --------- ----------------- ---- -----------------
  Eth 1/ 1 00-E0-29-94-34-DE    1 Permanent
  Eth 1/ 1 00-20-9C-23-CD-60    2 Learned
Console#
```

Changing the Aging Time

You can set the aging time for entries in the dynamic address table.

Command Attributes

- **Aging Status** – Enables/disables the aging function.
- **Aging Time** – The time after which a learned entry is discarded. (Range: 10-1000000 seconds; Default: 300 seconds)

Web – Click Address Table, Address Aging. Specify the new aging time, click Apply.

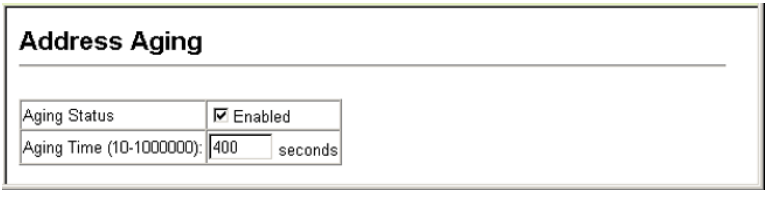


Figure 3-65 Address Aging

CLI – This example sets the aging time to 400 seconds.

```
Console(config)#mac-address-table aging-time 400                4-202
Console(config)#
```

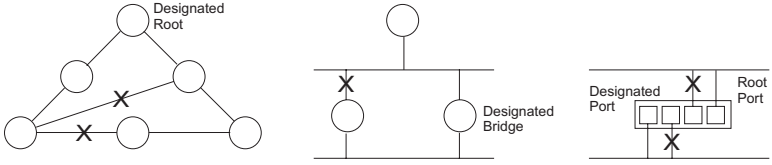
Spanning Tree Algorithm Configuration

The Spanning Tree Algorithm (STA) can be used to detect and disable network loops, and to provide backup links between switches, bridges or routers. This allows the switch to interact with other bridging devices (that is, an STA-compliant switch, bridge or router) in your network to ensure that only one route exists between any two stations on the network, and provide backup links which automatically take over when a primary link goes down.

The spanning tree algorithms supported by this switch include these versions:

- STP – Spanning Tree Protocol (IEEE 802.1D)
- RSTP – Rapid Spanning Tree Protocol (IEEE 802.1w)
- MSTP – Multiple Spanning Tree Protocol (IEEE 802.1s)

STA uses a distributed algorithm to select a bridging device (STA-compliant switch, bridge or router) that serves as the root of the spanning tree network. It selects a root port on each bridging device (except for the root device) which incurs the lowest path cost when forwarding a packet from that device to the root device. Then it selects a designated bridging device from each LAN which incurs the lowest path cost when forwarding a packet from that LAN to the root device. All ports connected to designated bridging devices are assigned as designated ports. After determining the lowest cost spanning tree, it enables all root ports and designated ports, and disables all other ports. Network packets are therefore only forwarded between root ports and designated ports, eliminating any possible network loops.



Once a stable network topology has been established, all bridges listen for Hello BPDUs (Bridge Protocol Data Units) transmitted from the Root Bridge. If a bridge does not get a Hello BPDU after a predefined interval (Maximum Age), the bridge assumes that the link to the Root Bridge is down. This bridge will then initiate negotiations with other bridges to reconfigure the network to reestablish a valid network topology.

RSTP is designed as a general replacement for the slower, legacy STP. RSTP is also incorporated into MSTP. RSTP achieves must faster reconfiguration (i.e., around 1 to 3 seconds, compared to 30 seconds or

more for STP) by reducing the number of state changes before active ports start learning, predefining an alternate route that can be used when a node or port fails, and retaining the forwarding database for ports insensitive to changes in the tree structure when reconfiguration occurs.

When using STP or RSTP, it may be difficult to maintain a stable path between all VLAN members. Frequent changes in the tree structure can easily isolate some of the group members. MSTP (an extension of RSTP) is designed to support independent spanning trees based on VLAN groups. Once you specify the VLANs to include in a Multiple Spanning Tree Instance (MSTI), the protocol will automatically build an MSTI tree to maintain connectivity among each of the VLANs. MSTP maintains contact with the global network because each instance is treated as an RSTP node in the Common Spanning Tree (CST).

Displaying Global Settings

You can display a summary of the current bridge STA information that applies to the entire switch using the STA Information screen.

Field Attributes

- **Spanning Tree State** – Shows if the switch is enabled to participate in an STA-compliant network.
- **Bridge ID** – A unique identifier for this bridge, consisting of the bridge priority, the MST Instance ID 0 for the Common Spanning Tree when spanning tree mode is set to MSTP (page 3-163), and MAC address (where the address is taken from the switch system).
- **Max Age** – The maximum time (in seconds) a device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. Any port that ages out STA information (provided in the last configuration message) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the device ports attached to the network.

(References to "ports" in this section mean "interfaces," which includes both ports and trunks.)

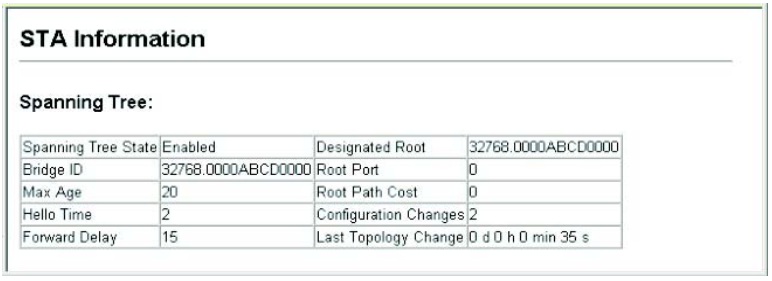
- **Hello Time** – Interval (in seconds) at which the root device transmits a configuration message.
- **Forward Delay** – The maximum time (in seconds) the root device will wait before changing states (i.e., discarding to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a discarding state; otherwise, temporary data loops might result.
- **Designated Root** – The priority and MAC address of the device in the Spanning Tree that this switch has accepted as the root device.
  - **Root Port** – The number of the port on this switch that is closest to the root. This switch communicates with the root device through this port. If there is no root port, then this switch has been accepted as the root device of the Spanning Tree network.
  - **Root Path Cost** – The path cost from the root port on this switch to the root device.
- **Configuration Changes** – The number of times the Spanning Tree has been reconfigured.
- **Last Topology Change** – Time since the Spanning Tree was last reconfigured.

These additional parameters are only displayed for the CLI:

- **Spanning tree mode** – Specifies the type of spanning tree used on this switch:
  - **STP**: Spanning Tree Protocol (IEEE 802.1D)
  - **RSTP**: Rapid Spanning Tree (IEEE 802.1w)
  - **MSTP**: Multiple Spanning Tree (IEEE 802.1s)
- **Instance** – Instance identifier of this spanning tree. (This is always 0 for the CIST.)
- **VLANs configuration** – VLANs assigned to the CIST.

- **Priority** – Bridge priority is used in selecting the root device, root port, and designated port. The device with the highest priority (i.e., lower numeric value) becomes the STA root device. However, if all devices have the same priority, the device with the lowest MAC address will then become the root device.
- **Root Hello Time** – Interval (in seconds) at which this device transmits a configuration message.
- **Root Maximum Age** – The maximum time (in seconds) this device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. If the root port ages out STA information (provided in the last configuration message), a new root port is selected from among the device ports attached to the network. (References to "ports" in this section means "interfaces," which includes both ports and trunks.)
- **Root Forward Delay** – The maximum time (in seconds) this device will wait before changing states (i.e., discarding to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a discarding state; otherwise, temporary data loops might result.
- **Max hops** – The max number of hop counts for the MST region.
- **Remaining hops** – The remaining number of hop counts for the MST instance.
- **Transmission limit** – The minimum interval between the transmission of consecutive RSTP/MSTP BPDUs.
- **Path Cost Method** – The path cost is used to determine the best path between devices. The path cost method is used to determine the range of values that can be assigned to each interface.

Web – Click Spanning Tree, STA, Information.



STA Information

Spanning Tree:

Spanning Tree State	Enabled	Designated Root	32768.0000ABCD0000
Bridge ID	32768.0000ABCD0000	Root Port	0
Max Age	20	Root Path Cost	0
Hello Time	2	Configuration Changes	2
Forward Delay	15	Last Topology Change	0 d 0 h 0 min 35 s

Figure 3-66 STA Information

CLI – This command displays global STA settings, followed by settings for each port.

```
Console#show spanning-tree                                          4-226
Spanning-tree information
---------------------------------------------------------------------
 Spanning tree mode:                MSTP
 Spanning tree enable/disable:      enable
 Instance:                          0
 Vlans configuration:               1-4094
 Priority:                          32768
 Bridge Hello Time (sec.):          2
 Bridge Max Age (sec.):             20
 Bridge Forward Delay (sec.):       15
 Root Hello Time (sec.):            2
 Root Max Age (sec.):               20
 Root Forward Delay (sec.):         15
 Max hops:                          20
 Remaining hops:                    20
 Designated Root                    32768.0.0000ABCD0000
 Current root port:                 1
 Current root cost                  200000
 Number of topology changes:        1
 Last topology changes time (sec.): 13380
 Transmission limit:                3
 Path Cost Method:                  long
---------------------------------------------------------------------
Eth  1/ 1 information
---------------------------------------------------------------------
 Admin status:             enabled
 Role:                     disable
 State:                    discarding
 External admin path cost: 1000
 Internal admin cost:      1000
 External oper path cost:  1000
 Internal oper path cost:  1000
 Priority:                 128
 Designated cost:          300000
 Designated port:          128.1
 Designated root:          32768.0000E8AAAA00
 Designated bridge:        32768.0030F1D473A0
 Fast forwarding:          disabled
 Forward transitions:      0
 Admin edge port:          disabled
 Oper edge port:           disabled
 Admin Link type:          auto
 Oper Link type:           point-to-point
 Spanning Tree Status:     enabled
.
.
.
```

Note: The current root port and current root cost display as zero when this device is not connected to the network.

Configuring Global Settings

Global settings apply to the entire switch.

Command Usage

- Spanning Tree Protocol[14]

  Uses RSTP for the internal state machine, but sends only 802.1D BPDUs. This creates one spanning tree instance for the entire network. If multiple VLANs are implemented on a network, the path between specific VLAN members may be inadvertently disabled to prevent network loops, thus isolating group members. When operating multiple VLANs, we recommend selecting the MSTP option.

- Rapid Spanning Tree Protocol[14]

  RSTP supports connections to either STP or RSTP nodes by monitoring the incoming protocol messages and dynamically adjusting the type of protocol messages the RSTP node transmits, as described below:

  - STP Mode – If the switch receives an 802.1D BPDU (i.e., STP BPDU) after a port's migration delay timer expires, the switch assumes it is connected to an 802.1D bridge and starts using only 802.1D BPDUs.
  - RSTP Mode – If RSTP is using 802.1D BPDUs on a port and receives an RSTP BPDU after the migration delay expires, RSTP restarts the migration delay timer and begins using RSTP BPDUs on that port.

- Multiple Spanning Tree Protocol

  - To allow multiple spanning trees to operate over the network, you must configure a related set of bridges with the same MSTP configuration, allowing them to participate in a specific set of spanning tree instances.
  - A spanning tree instance can exist only on bridges that have compatible VLAN instance assignments.

14. STP and RSTP BPDUs are transmitted as untagged frames, and will cross any VLAN boundaries.

- Be careful when switching between spanning tree modes. Changing modes stops all spanning-tree instances for the previous mode and restarts the system in the new mode, temporarily disrupting user traffic.

Command Attributes

Basic Configuration of Global Settings

- **Spanning Tree State** – Enables/disables STA on this switch. (Default: Enabled)
- **Spanning Tree Type** – Specifies the type of spanning tree used on this switch:
  - **STP**: Spanning Tree Protocol (IEEE 802.1D); i.e., when this option is selected, the switch will use RSTP set to STP forced compatibility mode).
  - **RSTP**: Rapid Spanning Tree (IEEE 802.1w)
  - **MSTP**: Multiple Spanning Tree (IEEE 802.1s); MSTP is the default.
- **Priority** – Bridge priority is used in selecting the root device, root port, and designated port. The device with the highest priority becomes the STA root device. However, if all devices have the same priority, the device with the lowest MAC address will then become the root device. (Note that lower numeric values indicate higher priority.)
  - Default: 32768
  - Range: 0-61440, in steps of 4096
  - Options: 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, 61440

Root Device Configuration

- **Hello Time** – Interval (in seconds) at which the root device transmits a configuration message.
  - Default: 2
  - Minimum: 1
  - Maximum: The lower of 10 or [(Max. Message Age / 2) -1]

- **Maximum Age** – The maximum time (in seconds) a device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. Any port that ages out STA information (provided in the last configuration message) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the device ports attached to the network. (References to "ports" in this section mean "interfaces," which includes both ports and trunks.)
  - Default: 20
  - Minimum: The higher of 6 or [2 x (Hello Time + 1)].
  - Maximum: The lower of 40 or [2 x (Forward Delay - 1)]
- **Forward Delay** – The maximum time (in seconds) this device will wait before changing states (i.e., discarding to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to a discarding state; otherwise, temporary data loops might result.
  - Default: 15
  - Minimum: The higher of 4 or [(Max. Message Age / 2) + 1]
  - Maximum: 30

Configuration Settings for RSTP

The following attributes apply to both RSTP and MSTP:

- **Path Cost Method** – The path cost is used to determine the best path between devices. The path cost method is used to determine the range of values that can be assigned to each interface.
  - Long: Specifies 32-bit based values that range from 1-200,000,000. (This is the default.)
  - Short: Specifies 16-bit based values that range from 1-65535.

- **Transmission Limit** – The maximum transmission rate for BPDUs is specified by setting the minimum interval between the transmission of consecutive protocol messages. (Range: 1-10; Default: 3)

Configuration Settings for MSTP

- **Max Instance Numbers** – The maximum number of MSTP instances to which this switch can be assigned. (Default: 65)
- **Configuration Digest** – An MD5 signature key that contains the VLAN ID to MST ID mapping table. In other words, this key is a mapping of all VLANs to the CIST.
- **Region Revision**[15] – The revision for this MSTI. (Range: 0-65535; Default: 0)
- **Region Name**[15] – The name for this MSTI. (Maximum length: 32 characters)
- **Max Hop Count** – The maximum number of hops allowed in the MST region before a BPDU is discarded. (Range: 1-40; Default: 20)

15. The MST name and revision number are both required to uniquely identify an MST region.

Web – Click Spanning Tree, STA, Configuration. Modify the required attributes, and click Apply.

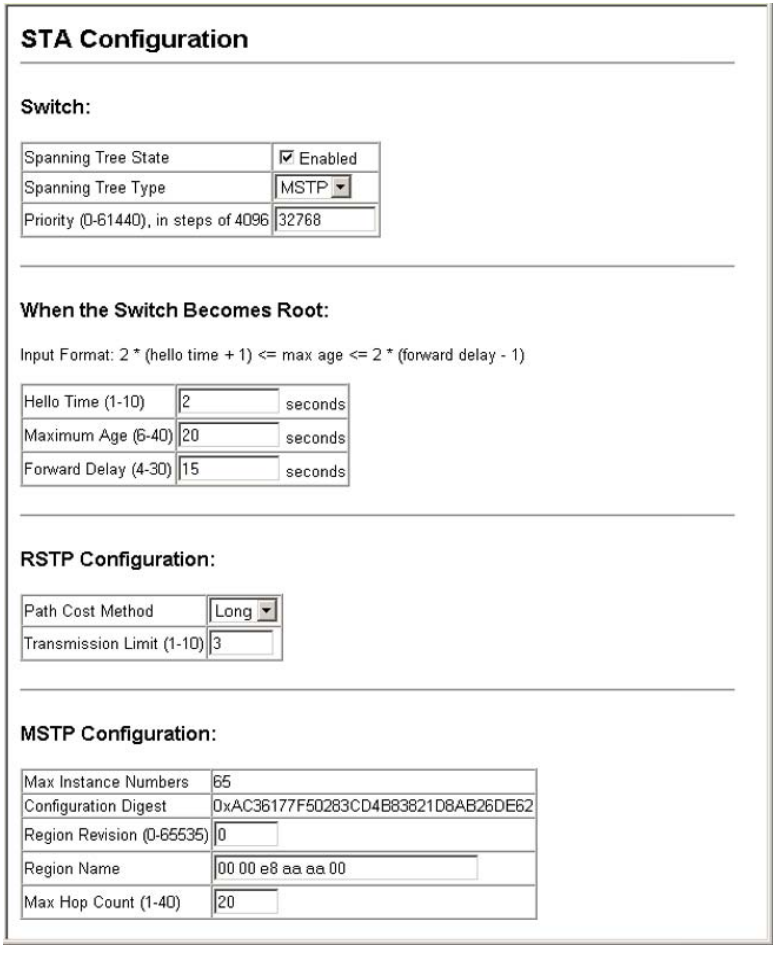


Figure 3-67 STA Global Configuration

CLI – This example enables Spanning Tree Protocol, sets the mode to MST, and then configures the STA and MSTP parameters.

```
Console(config)#spanning-tree                                    4-205
Console(config)#spanning-tree mode mstp                          4-206
Console(config)#spanning-tree priority 4096                      4-210
Console(config)#spanning-tree hello-time 5                       4-209
Console(config)#spanning-tree max-age 38                         4-209
Console(config)#spanning-tree forward-time 20                    4-208
Console(config)#spanning-tree pathcost method long               4-211
Console(config)#spanning-tree transmission-limit 4               4-212
Console(config)#spanning-tree mst-configuration                  4-212
Console(config-mstp)#revision 1                                  4-216
Console(config-mstp)#name R&D                                    4-215
Console(config-mstp)#max-hops 30                                 4-216
Console(config-mstp)#
```

Displaying Interface Settings

The STA Port Information and STA Trunk Information pages display the current status of ports and trunks in the Spanning Tree.

Field Attributes

- **Port** – Ports 1 - 8.
- **Spanning Tree** – Shows if STA has been enabled on this interface.
- **STA Status** – Displays current state of this port within the Spanning Tree:
  - **Discarding** - Port receives STA configuration messages, but does not forward packets.
  - **Learning** - Port has transmitted configuration messages for an interval set by the Forward Delay parameter without receiving contradictory information. Port address table is cleared, and the port begins learning addresses.
  - **Forwarding** - Port forwards packets, and continues learning addresses.

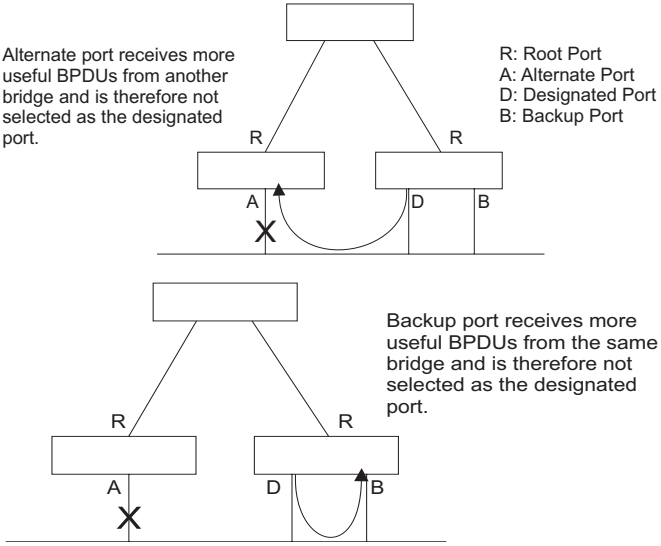
  The rules defining port status are:

  - A port on a network segment with no other STA compliant bridging device is always forwarding.

- If two ports of a switch are connected to the same segment and there is no other STA device attached to this segment, the port with the smaller ID forwards packets and the other is discarding.
- All ports are discarding when the switch is booted, then some of them change state to learning, and then to forwarding.

- **Forward Transitions** – The number of times this port has transitioned from the Learning state to the Forwarding state.
- **Designated Cost** – The cost for a packet to travel from this port to the root in the current Spanning Tree configuration. The slower the media, the higher the cost.
- **Designated Bridge** – The bridge priority and MAC address of the device through which this port must communicate to reach the root of the Spanning Tree.
- **Designated Port** – The port priority and number of the port on the designated bridging device through which this switch must communicate with the root of the Spanning Tree.
- **Oper Path Cost** – The contribution of this port to the path cost of paths towards the spanning tree root which include this port.
- **Oper Link Type** – The operational point-to-point status of the LAN segment attached to this interface. This parameter is determined by manual configuration or by auto-detection, as described for Admin Link Type in STA Port Configuration on page 3-172.
- **Oper Edge Port** – This parameter is initialized to the setting for Admin Edge Port in STA Port Configuration on page 3-172 (i.e., true or false), but will be set to false if a BPDU is received, indicating that another bridge is attached to this port.
- **Port Role** – Roles are assigned according to whether the port is part of the active topology connecting the bridge to the root bridge (i.e., **root** port), connecting a LAN through the bridge to the root bridge (i.e., **designated** port), or is the MSTI regional root (i.e., **master** port); or is an **alternate** or **backup** port that may provide connectivity if other bridges, bridge ports, or LANs fail or are removed. The role is

set to disabled (i.e., **disabled** port) if a port has no role within the spanning tree.



- **Trunk Member** – Indicates if a port is a member of a trunk. (STA Port Information only)

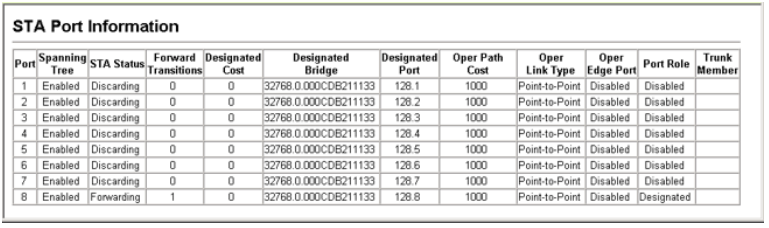
These additional parameters are only displayed for the CLI:

- **Admin status** – Shows if this interface is enabled.
- **External path cost** – The path cost for the IST. This parameter is used by the STA to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media. (Path cost takes precedence over port priority.)
- **Internal path cost** – The path cost for the MST. See the preceding item.
- **Priority** – Defines the priority used for this port in the Spanning Tree Algorithm. If the path cost for all ports on a switch is the same, the port with the highest priority (i.e., lowest value) will be configured as

an active link in the Spanning Tree. This makes a port with higher priority less likely to be blocked if the Spanning Tree Algorithm is detecting network loops. Where more than one port is assigned the highest priority, the port with the lowest numeric identifier will be enabled.

- **Designated root** – The priority and MAC address of the device in the Spanning Tree that this switch has accepted as the root device.
- **Fast forwarding** – This field provides the same information as Admin Edge port, and is only included for backward compatibility with earlier products.
- **Admin Edge Port** – You can enable this option if an interface is attached to a LAN segment that is at the end of a bridged LAN or to an end node. Since end nodes **cannot** cause forwarding loops, they can pass directly through to the spanning tree forwarding state. Specifying Edge Ports provides quicker convergence for devices such as workstations or servers, retains the current forwarding database to reduce the amount of frame flooding required to rebuild address tables during reconfiguration events, does not cause the spanning tree to reconfigure when the interface changes state, and also overcomes other STA-related timeout problems. However, remember that Edge Port should only be enabled for ports connected to an end-node device.
- **Admin Link Type** – The link type attached to this interface.
  - Point-to-Point – A connection to exactly one other bridge.
  - Shared – A connection to two or more bridges.
  - Auto – The switch automatically determines if the interface is attached to a point-to-point link or to shared media.

Web – Click Spanning Tree, STA, Port Information or STA Trunk Information.



STA Port Information

Port	Spanning Tree	STA Status	Forward Transitions	Designated Cost	Designated Bridge	Designated Port	Oper Path Cost	Oper Link Type	Oper Edge Port	Port Role	Trunk Member
1	Enabled	Discarding	0	0	32768.0.000CDB211133	128.1	1000	Point-to-Point	Disabled	Disabled	
2	Enabled	Discarding	0	0	32768.0.000CDB211133	128.2	1000	Point-to-Point	Disabled	Disabled	
3	Enabled	Discarding	0	0	32768.0.000CDB211133	128.3	1000	Point-to-Point	Disabled	Disabled	
4	Enabled	Discarding	0	0	32768.0.000CDB211133	128.4	1000	Point-to-Point	Disabled	Disabled	
5	Enabled	Discarding	0	0	32768.0.000CDB211133	128.5	1000	Point-to-Point	Disabled	Disabled	
6	Enabled	Discarding	0	0	32768.0.000CDB211133	128.6	1000	Point-to-Point	Disabled	Disabled	
7	Enabled	Discarding	0	0	32768.0.000CDB211133	128.7	1000	Point-to-Point	Disabled	Disabled	
8	Enabled	Forwarding	1	0	32768.0.000CDB211133	128.8	1000	Point-to-Point	Disabled	Designated	

Figure 3-68 STA Port Information

CLI – This example shows the STA attributes for port 5.

```
Console#show spanning-tree ethernet 1/5                          4-226
Eth  1/ 5 information
---------------------------------------------------------------
 Admin status:             enabled
 Role:                     disable
 State:                    discarding
 External admin path cost: 1000
 Internal admin cost:      1000
 External oper path cost:  1000
 Internal oper path cost:  1000
 Priority:                 128
 Designated cost:          0
 Designated port:          128.5
 Designated root:          32768.0.0000E8AAAA00
 Designated bridge:        32768.0.0030F1D473A0
 Fast forwarding:          disabled
 Forward transitions:      2
 Admin edge port:          disabled
 Oper edge port:           disabled
 Admin Link type:          auto
 Oper Link type:           point-to-point
 Spanning Tree Status:     enabled

Console#
```

Configuring Interface Settings

You can configure RSTP and MSTP attributes for specific interfaces, including port priority, path cost, link type, and edge port. You may use a different priority or path cost for ports of the same media type to indicate the preferred path, link type to indicate a point-to-point connection or

shared-media connection, and edge port to indicate if the attached device can support fast forwarding. (References to "ports" in this section means "interfaces," which includes both ports and trunks.)

Command Attributes

The following attributes are read-only and cannot be changed:

- **Port** – Port identifier. (Range: 1-8)
- **STA State** – Displays current state of this port within the Spanning Tree. (See Displaying Interface Settings on page 3-168 for additional information.)
  - **Discarding** - Port receives STA configuration messages, but does not forward packets.
  - **Learning** - Port has transmitted configuration messages for an interval set by the Forward Delay parameter without receiving contradictory information. Port address table is cleared, and the port begins learning addresses.
  - **Forwarding** - Port forwards packets, and continues learning addresses.
- **Trunk**[16] – Indicates if a port is a member of a trunk.

The following interface attributes can be configured:

- **Spanning Tree** – Enables/disables STA on this interface. (Default: Enabled)
- **Priority** – Defines the priority used for this port in the Spanning Tree Protocol. If the path cost for all ports on a switch are the same, the port with the highest priority (i.e., lowest value) will be configured as an active link in the Spanning Tree. This makes a port with higher priority less likely to be blocked if the Spanning Tree Protocol is detecting network loops. Where more than one port is assigned the highest priority, the port with lowest numeric identifier will be enabled.
  - Default: 128
  - Range: 0-240, in steps of 16

16. STA Port Configuration only

- **Admin Path Cost** – This parameter is used by the STA to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media. (Path cost takes precedence over port priority.) Note that when the Path Cost Method is set to short (page 3-63), the maximum path cost is 65,535.

  By default, the system automatically detects the speed and duplex mode used on each port, and configures the path cost according to the values shown below. Path cost "0" is used to indicate auto-configuration mode.

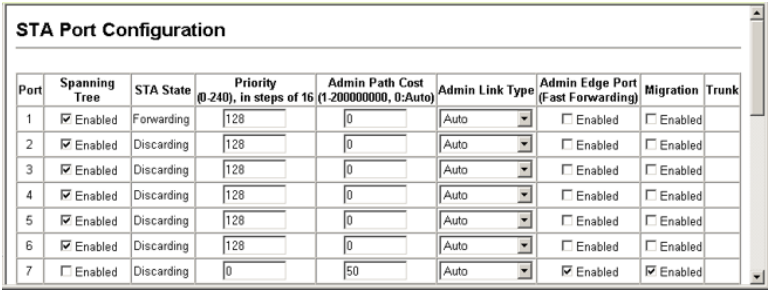
  - Range –
    - Ethernet: 200,000-20,000,000
    - Fast Ethernet: 20,000-2,000,000
    - Gigabit Ethernet: 2,000-200,000
    - 10 Gigabit Ethernet: 200-20,000
  - Default –
    - Ethernet – Half duplex: 2,000,000; full duplex: 1,000,000; trunk: 500,000
    - Fast Ethernet – Half duplex: 200,000; full duplex: 100,000; trunk: 50,000
    - Gigabit Ethernet – Full duplex: 10,000; trunk: 5,000
    - 10 Gigabit Ethernet – Full duplex: 1000; trunk: 500

- **Admin Link Type** – The link type attached to this interface.
  - Point-to-Point – A connection to exactly one other bridge.
  - Shared – A connection to two or more bridges.
  - Auto – The switch automatically determines if the interface is attached to a point-to-point link or to shared media. (This is the default setting.)
- **Admin Edge Port** (Fast Forwarding) – You can enable this option if an interface is attached to a LAN segment that is at the end of a bridged LAN or to an end node. Since end nodes **cannot** cause forwarding loops, they can pass directly through to the spanning tree forwarding state. Specifying Edge Ports provides quicker convergence for devices

such as workstations or servers, retains the current forwarding database to reduce the amount of frame flooding required to rebuild address tables during reconfiguration events, does not cause the spanning tree to initiate reconfiguration when the interface changes state, and also overcomes other STA-related timeout problems. However, remember that Edge Port should only be enabled for ports connected to an end-node device. (Default: Disabled)

- **Migration** – If at any time the switch detects STP BPDUs, including Configuration or Topology Change Notification BPDUs, it will automatically set the selected interface to forced STP-compatible mode. However, you can also use the Protocol Migration button to manually re-check the appropriate BPDU format (RSTP or STP-compatible) to send on the selected interfaces. (Default: Disabled)

Web – Click Spanning Tree, STA, Port Configuration or Trunk Configuration. Modify the required attributes, then click Apply.



STA Port Configuration

Port	Spanning Tree	STA State	Priority (0-240), in steps of 16	Admin Path Cost (1-200000000, 0:Auto)	Admin Link Type	Admin Edge Port (Fast Forwarding)	Migration	Trunk
1	☑ Enabled	Forwarding	128	0	Auto	☐ Enabled	☐ Enabled	
2	☑ Enabled	Discarding	128	0	Auto	☐ Enabled	☐ Enabled	
3	☑ Enabled	Discarding	128	0	Auto	☐ Enabled	☐ Enabled	
4	☑ Enabled	Discarding	128	0	Auto	☐ Enabled	☐ Enabled	
5	☑ Enabled	Discarding	128	0	Auto	☐ Enabled	☐ Enabled	
6	☑ Enabled	Discarding	128	0	Auto	☐ Enabled	☐ Enabled	
7	☐ Enabled	Discarding	0	50	Auto	☑ Enabled	☑ Enabled	

Figure 3-69 STA Port Configuration

CLI – This example sets STA attributes for port 7.

```
Console(config)#interface ethernet 1/7                          4-170
Console(config-if)#no spanning-tree spanning-disabled           4-217
Console(config-if)#spanning-tree port-priority 0                4-219
Console(config-if)#spanning-tree cost 50                        4-218
Console(config-if)#spanning-tree link-type auto                 4-222
Console(config-if)#no spanning-tree edge-port                   4-220
Console(config-if)#spanning-tree protocol-migration             4-225
```

Configuring Multiple Spanning Trees

MSTP generates a unique spanning tree for each instance. This provides multiple pathways across the network, thereby balancing the traffic load, preventing wide-scale disruption when a bridge node in a single instance fails, and allowing for faster convergence of a new topology for the failed instance.

By default all VLANs are assigned to the Internal Spanning Tree (MST Instance 0) that connects all bridges and LANs within the MST region. This switch supports up to 65 instances. You should try to group VLANs which cover the same general area of your network. However, remember that you must configure all bridges within the same MSTI Region (page 3-166) with the same set of instances, and the same instance (on each bridge) with the same set of VLANs. Also, note that RSTP treats each MSTI region as a single node, connecting all regions to the Common Spanning Tree.

To use multiple spanning trees:

1. Set the spanning tree type to MSTP (STA Configuration, page 3-163).
2. Enter the spanning tree priority for the selected MST instance (MSTP VLAN Configuration).
3. Add the VLANs that will share this MSTI (MSTP VLAN Configuration).

Note: All VLANs are automatically added to the IST (Instance 0).

To ensure that the MSTI maintains connectivity across the network, you must configure a related set of bridges with the same MSTI settings.

Command Attributes

- **MST Instance** – Instance identifier of this spanning tree. (Default: 0)
- **Priority** – The priority of a spanning tree instance. (Range: 0-61440 in steps of 4096; Options: 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, 61440; Default: 32768)
- **VLANs in MST Instance** – VLANs assigned this instance.
- **MST ID** – Instance identifier to configure. (Range: 0-4094; Default: 0)
- **VLAN ID** – VLAN to assign to this selected MST instance. (Range: 1-4094)

The other global attributes are described under "Displaying Global Settings," page 3-158. The attributes displayed by the CLI for individual interfaces are described under "Displaying Interface Settings," page 3-168

Web – Click Spanning Tree, MSTP, VLAN Configuration. Select an instance identifier from the list, set the instance priority, and click Apply. To add the VLAN members to an MSTI instance, enter the instance identifier, the VLAN identifier, and click Add.

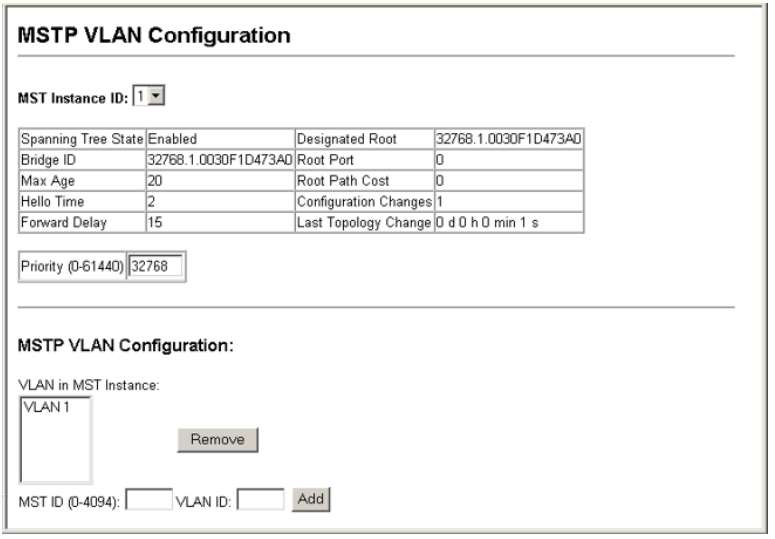


Figure 3-70 MSTP VLAN Configuration

CLI – This displays STA settings for instance 1, followed by settings for each port.

```
Console#show spanning-tree mst 1                                    4-226
Spanning-tree information
----------------------------------------------------------------
 Spanning tree mode:               MSTP
 Spanning tree enabled/disabled:   enabled
 Instance:                         1
 VLANs configuration:              1
 Priority:                         32768
 Bridge Hello Time (sec.):         2
 Bridge Max Age (sec.):            20
 Bridge Forward Delay (sec.):      15
 Root Hello Time (sec.):           2
 Root Max Age (sec.):              20
 Root Forward Delay (sec.):        15
 Max hops:                         20
 Remaining hops:                   20
 Designated Root:                  32768.1.0030F1D473A0
 Current root port:                0
 Current root cost:                0
 Number of topology changes:       2
 Last topology changes time (sec.):85
 Transmission limit:               3
 Path Cost Method:                 long
----------------------------------------------------------------
Eth  1/ 7 information
----------------------------------------------------------------
 Admin status:             enabled
 Role:                     master
 State:                    forwarding
 External admin path cost: 1000
 Internal admin path cost: 1000
 External oper path cost:  1000
 Internal oper path cost:  1000
 Priority:                 128
 Designated cost:          0
 Designated port:          128.1
 Designated root:          32768.1.0030F1D473A0
 Designated bridge:        32768.1.0030F1D473A0
 Fast forwarding:          disabled
 Forward transitions:      1
 Admin edge port:          disabled
 Oper edge port:           disabled
 Admin Link type:          auto
 Oper Link type:           point-to-point
 Spanning Tree Status:     enabled
:
```

CLI – This example sets the priority for MSTI 1, and adds VLANs 1-5 to this MSTI.

```
Console(config)#spanning-tree mst configuration                    4-229
Console(config-mst)#mst 1 priority 4096                            4-214
Console(config-mstp)#mst 1 vlan 1-5                                4-213
Console(config-mst)#
```

Displaying Interface Settings for MSTP

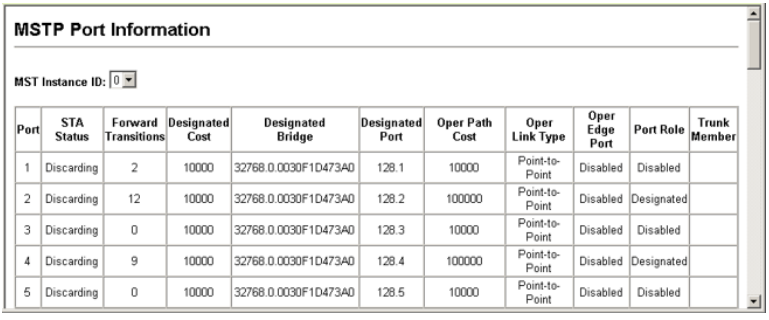
The MSTP Port Information and MSTP Trunk Information pages display the current status of ports and trunks in the selected MST instance.

Field Attributes

MST Instance ID – Instance identifier to configure. (Range: 0-4094; Default: 0)

The other attributes are described under "Displaying Interface Settings," page 3-168.

Web – Click Spanning Tree, MSTP, Port Information or Trunk Information. Select the required MST instance to display the current spanning tree values.



MSTP Port Information

MST Instance ID: 0

Port	STA Status	Forward Transitions	Designated Cost	Designated Bridge	Designated Port	Oper Path Cost	Oper Link Type	Oper Edge Port	Port Role	Trunk Member
1	Discarding	2	10000	32768.0.0030F1D473A0	128.1	10000	Point-to-Point	Disabled	Disabled	
2	Discarding	12	10000	32768.0.0030F1D473A0	128.2	100000	Point-to-Point	Disabled	Designated	
3	Discarding	0	10000	32768.0.0030F1D473A0	128.3	10000	Point-to-Point	Disabled	Disabled	
4	Discarding	9	10000	32768.0.0030F1D473A0	128.4	100000	Point-to-Point	Disabled	Designated	
5	Discarding	0	10000	32768.0.0030F1D473A0	128.5	10000	Point-to-Point	Disabled	Disabled	

Figure 3-71 MSTP Port Information

CLI – This displays STA settings for instance 0, followed by settings for each port. The settings for instance 0 are global settings that apply to the IST (page 3-158), the settings for other instances only apply to the local spanning tree.

```
Console#show spanning-tree mst 0                                    4-226
Spanning-tree information
----------------------------------------------------------------------
 Spanning tree mode:               MSTP
 Spanning tree enabled/disabled:   enabled
 Instance:                         0
 VLANs configuration:              2-4094
 Priority:                         32768
 Bridge Hello Time (sec.):         2
 Bridge Max Age (sec.):            20
 Bridge Forward Delay (sec.):      15
 Root Hello Time (sec.):           2
 Root Max Age (sec.):              20
 Root Forward Delay (sec.):        15
 Max hops:                         20
 Remaining hops:                   20
 Designated Root:                  32768.0.0000E8AAAA00
 Current root port:                1
 Current root cost:                10000
 Number of topology changes:       12
 Last topology changes time (sec.):303
 Transmission limit:               3
 Path Cost Method:                 long
----------------------------------------------------------------------
Eth  1/ 1 information
----------------------------------------------------------------------
 Admin status:             enabled
 Role:                     root
 State:                    forwarding
 External admin path cost: 10000
 Internal admin path cost: 10000
 External oper path cost:  10000
 Internal oper path cost:  10000
 Priority:                 128
 Designated cost:          0
 Designated port:          128.4
 Designated root:          32768.0.0000E8AAAA00
 Designated bridge:        32768.0.0000E8AAAA00
 Fast forwarding:          disabled
 Forward transitions:      2
 Admin edge port:          disabled
 Oper edge port:           disabled
 Admin Link type:          auto
 Oper Link type:           point-to-point
 Spanning Tree Status:     enabled
:
```

Configuring Interface Settings for MSTP

You can configure the STA interface settings for an MST Instance using the MSTP Port Configuration and MSTP Trunk Configuration pages.

Field Attributes

The following attributes are read-only and cannot be changed:

- **Port** – Port identifier. (Range: 1-8)
- **STA State** – Displays current state of this port within the Spanning Tree. (See Displaying Interface Settings on page 3-168 for additional information.)
  - **Discarding** - Port receives STA configuration messages, but does not forward packets.
  - **Learning** - Port has transmitted configuration messages for an interval set by the Forward Delay parameter without receiving contradictory information. Port address table is cleared, and the port begins learning addresses.
  - **Forwarding** - Port forwards packets, and continues learning addresses.
- **Trunk** – Indicates if a port is a member of a trunk. (STA Port Configuration only)

The following interface attributes can be configured:

- **MST Instance ID** – Instance identifier to configure. (Range: 0-4094; Default: 0)
- **Priority** – Defines the priority used for this port in the Spanning Tree Protocol. If the path cost for all ports on a switch are the same, the port with the highest priority (i.e., lowest value) will be configured as an active link in the Spanning Tree. This makes a port with higher priority less likely to be blocked if the Spanning Tree Protocol is detecting network loops. Where more than one port is assigned the highest priority, the port with lowest numeric identifier will be enabled.
  - Default: 128
  - Range: 0-240, in steps of 16

- **Admin MST Path Cost** – This parameter is used by the MSTP to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media. (Path cost takes precedence over port priority.) Note that when the Path Cost Method is set to short (page 3-63), the maximum path cost is 65,535.

  By default, the system automatically detects the speed and duplex mode used on each port, and configures the path cost according to the values shown below. Path cost "0" is used to indicate auto-configuration mode.

  - Range –
    - Ethernet: 200,000-20,000,000
    - Fast Ethernet: 20,000-2,000,000
    - Gigabit Ethernet: 2,000-200,000
    - 10 Gigabit Ethernet: 200-20,000
  - Default –
    - Ethernet – Half duplex: 2,000,000; full duplex: 1,000,000; trunk: 500,000
    - Fast Ethernet – Half duplex: 200,000; full duplex: 100,000; trunk: 50,000
    - Gigabit Ethernet – Full duplex: 10,000; trunk: 5,000
    - 10 Gigabit Ethernet – Full duplex: 1000; trunk: 500

Web – Click Spanning Tree, MSTP, Port Configuration or Trunk Configuration. Enter the priority and path cost for an interface, and click Apply.

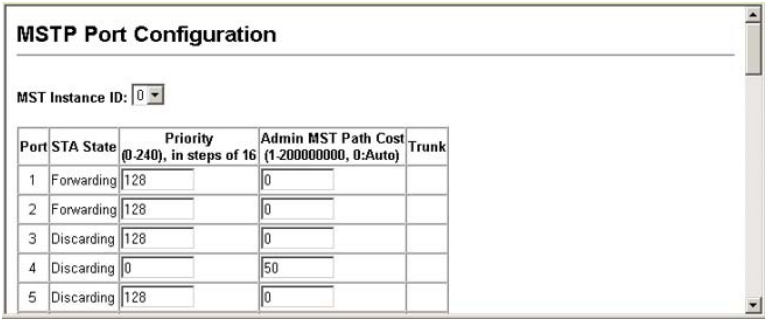


Figure 3-72 MSTP Port Configuration

CLI – This example sets the MSTP attributes for port 4.

```
Console(config)#interface ethernet 1/4                          4-170
Console(config-if)#spanning-tree mst 1 port-priority 0          4-219
Console(config-if)#spanning-tree mst 1 cost 50                  4-218
Console(config-if)
```

VLAN Configuration

IEEE 802.1Q VLANs

In large networks, routers are used to isolate broadcast traffic for each subnet into separate domains. This switch provides a similar service at Layer 2 by using VLANs to organize any group of network nodes into separate broadcast domains. VLANs confine broadcast traffic to the originating group, and can eliminate broadcast storms in large networks. This also provides a more secure and cleaner network environment.

An IEEE 802.1Q VLAN is a group of ports that can be located anywhere in the network, but communicate as though they belong to the same physical segment.

VLANs help to simplify network management by allowing you to move devices to a new VLAN without having to change any physical connections. VLANs can be easily organized to reflect departmental groups (such as Marketing or R&D), usage groups (such as e-mail), or multicast groups (used for multimedia applications such as videoconferencing).

VLANs provide greater network efficiency by reducing broadcast traffic, and allow you to make network changes without having to update IP addresses or IP subnets. VLANs inherently provide a high level of network security since traffic must pass through a configured Layer 3 link to reach a different VLAN.

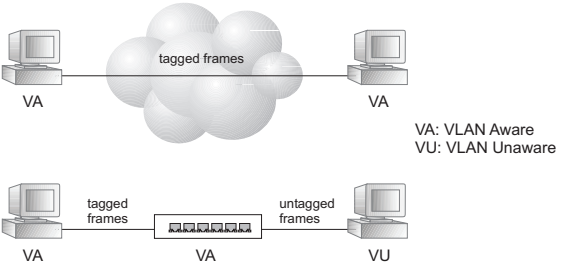
This switch supports the following VLAN features:

- Up to 255 VLANs based on the IEEE 802.1Q standard
- Distributed VLAN learning across multiple switches using explicit or implicit tagging and GVRP protocol
- Port overlapping, allowing a port to participate in multiple VLANs
- End stations can belong to multiple VLANs
- Passing traffic between VLAN-aware and VLAN-unaware devices
- Priority tagging

Assigning Ports to VLANs

Before enabling VLANs for the switch, you must first assign each port to the VLAN group(s) in which it will participate. By default all ports are assigned to VLAN 1 as untagged ports. Add a port as a tagged port if you want it to carry traffic for one or more VLANs, and any intermediate network devices or the host at the other end of the connection supports VLANs. Then assign ports on the other VLAN-aware network devices along the path that will carry this traffic to the same VLAN(s), either manually or dynamically using GVRP. However, if you want a port on this switch to participate in one or more VLANs, but none of the intermediate network devices nor the host at the other end of the connection supports VLANs, then you should add this port to the VLAN as an untagged port.

Note: VLAN-tagged frames can pass through VLAN-aware or VLAN-unaware network interconnection devices, but the VLAN tags should be stripped off before passing it on to any end-node host that does not support VLAN tagging.



VLAN Classification – When the switch receives a frame, it classifies the frame in one of two ways. If the frame is untagged, the switch assigns the frame to an associated VLAN (based on the default VLAN ID of the receiving port). But if the frame is tagged, the switch uses the tagged VLAN ID to identify the port broadcast domain of the frame.

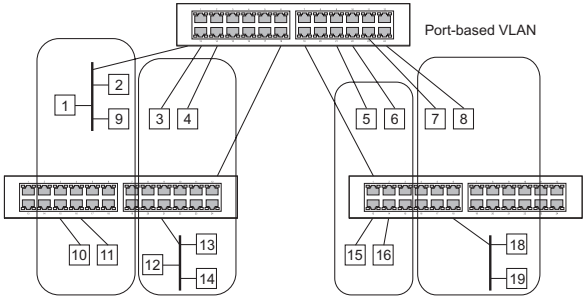
Port Overlapping – Port overlapping can be used to allow access to commonly shared network resources among different VLAN groups, such as file servers or printers. Note that if you implement VLANs which do not overlap, but still need to communicate, you can connect them by enabled routing on this switch.

Untagged VLANs – Untagged (or static) VLANs are typically used to reduce broadcast traffic and to increase security. A group of network users assigned to a VLAN form a broadcast domain that is separate from other VLANs configured on the switch. Packets are forwarded only between ports that are designated for the same VLAN. Untagged VLANs can be used to manually isolate user groups or subnets. However, you should use IEEE 802.3 tagged VLANs with GVRP whenever possible to fully automate VLAN registration.

Automatic VLAN Registration – GVRP (GARP VLAN Registration Protocol) defines a system whereby the switch can automatically learn the VLANs to which each end station should be assigned. If an end station (or its network adapter) supports the IEEE 802.1Q VLAN protocol, it can be configured to broadcast a message to your network indicating the VLAN groups it wants to join. When this switch receives these messages, it will automatically place the receiving port in the specified VLANs, and then forward the message to all other ports. When the message arrives at another switch that supports GVRP, it will also place the receiving port in the specified VLANs, and pass the message on to all other ports. VLAN requirements are propagated in this way throughout the network. This allows GVRP-compliant devices to be automatically configured for VLAN groups based solely on endstation requests.

To implement GVRP in a network, first add the host devices to the required VLANs (using the operating system or other application software), so that these VLANs can be propagated onto the network. For both the edge switches attached directly to these hosts, and core switches in the network, enable GVRP on the links between these devices. You should also determine security boundaries in the network and disable GVRP on the boundary ports to prevent advertisements from being propagated, or forbid those ports from joining restricted VLANs.

Note: If you have host devices that do not support GVRP, you should configure static or untagged VLANs for the switch ports connected to these devices (as described in "Adding Static Members to VLANs (VLAN Index)" on page 3-194). But you can still enable GVRP on these edge switches, as well as on the core switches in the network.



Forwarding Tagged/Untagged Frames

If you want to create a small port-based VLAN for devices attached directly to a single switch, you can assign ports to the same untagged VLAN. However, to participate in a VLAN group that crosses several switches, you should create a VLAN for that group and enable tagging on all ports.

Ports can be assigned to multiple tagged or untagged VLANs. Each port on the switch is therefore capable of passing tagged or untagged frames. When forwarding a frame from this switch along a path that contains any VLAN-aware devices, the switch should include VLAN tags. When forwarding a frame from this switch along a path that does not contain any VLAN-aware devices (including the destination host), the switch must first strip off the VLAN tag before forwarding the frame. When the switch receives a tagged frame, it will pass this frame onto the VLAN(s) indicated by the frame tag. However, when this switch receives an untagged frame from a VLAN-unaware device, it first decides where to forward the frame, and then inserts a VLAN tag reflecting the ingress port's default VID.

Enabling or Disabling GVRP (Global Setting)

GARP VLAN Registration Protocol (GVRP) defines a way for switches to exchange VLAN information in order to register VLAN members on ports across the network. VLANs are dynamically configured based on join messages issued by host devices and propagated throughout the network. GVRP must be enabled to permit automatic VLAN registration, and to support VLANs which extend beyond the local switch. (Default: Disabled)

Web – Click VLAN, 802.1Q VLAN, GVRP Status. Enable or disable GVRP, click Apply

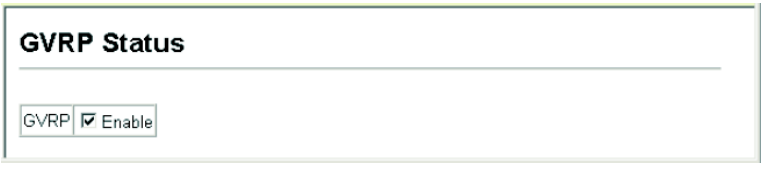


Figure 3-73 Globally Enabling GVRP

CLI – This example enables GVRP for the switch.

```
Console(config)#bridge-ext gvrp                                    4-247
Console(config)#
```

Displaying Basic VLAN Information

The VLAN Basic Information page displays basic information on the VLAN type supported by the switch.

Field Attributes

- **VLAN Version Number**[17] – The VLAN version used by this switch as specified in the IEEE 802.1Q standard.
- **Maximum VLAN ID** – Maximum VLAN ID recognized by this switch.

17. Web Only.

- **Maximum Number of Supported VLANs** – Maximum number of VLANs that can be configured on this switch.

Web – Click VLAN, 802.1Q VLAN, Basic Information.

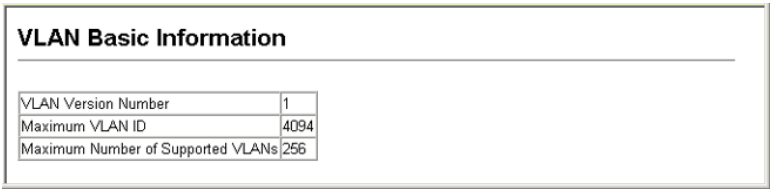


Figure 3-74 VLAN Basic Information

CLI – Enter the following command.

```
Console#show bridge-ext                                    4-248
 Max support VLAN numbers:              256
 Max support VLAN ID:                   4094
 Extended multicast filtering services: No
 Static entry individual port:          Yes
 VLAN learning:                         IVL
 Configurable PVID tagging:             Yes
 Local VLAN capable:                    No
 Traffic classes:                       Enabled
 Global GVRP status:                    Disabled
 GMRP:                                  Disabled
Console#
```

Displaying Current VLANs

The VLAN Current Table shows the current port members of each VLAN and whether or not the port supports VLAN tagging. Ports assigned to a large VLAN group that crosses several switches should use VLAN tagging. However, if you just want to create a small port-based VLAN for one or two switches, you can disable tagging.

Command Attributes (Web)

- **VLAN ID** – ID of configured VLAN (1-4094).
- **Up Time at Creation** – Time this VLAN was created (i.e., System Up Time).

- **Status** – Shows how this VLAN was added to the switch.
  - **Dynamic GVRP**: Automatically learned via GVRP.
  - **Permanent**: Added as a static entry.
- **Egress Ports** – Shows all the VLAN port members.
- **Untagged Ports** – Shows the untagged VLAN port members.

Web – Click VLAN, 802.1Q VLAN, Current Table. Select any ID from the scroll-down list.

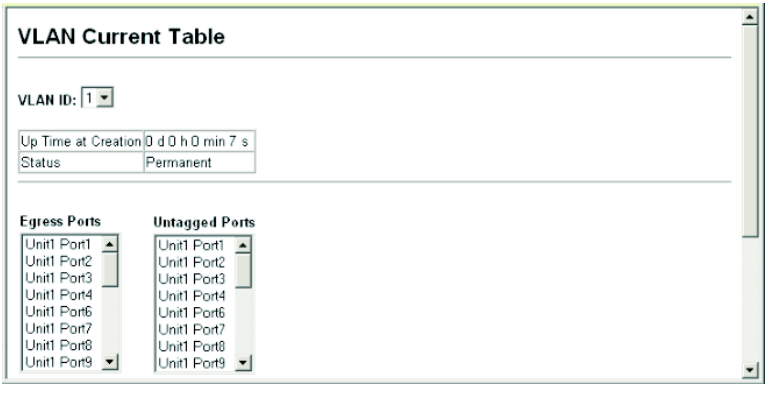


Figure 3-75 VLAN Current Table

Command Attributes (CLI)

- **VLAN** – ID of configured VLAN (1-4094, no leading zeroes).
- **Type** – Shows how this VLAN was added to the switch.
  - **Dynamic**: Automatically learned via GVRP.
  - **Static**: Added as a static entry.
- **Name** – Name of the VLAN (1 to 32 characters).
- **Status** – Shows if this VLAN is enabled or disabled.
  - **Active**: VLAN is operational.
  - **Suspend**: VLAN is suspended; i.e., does not pass packets.
- **Ports / Channel groups** – Shows the VLAN interface members.

CLI – Current VLAN information can be displayed with the following command.

```
Console#show vlan id 1                                              4-239

VLAN ID:               1
Type:                  Static
Name:                  DefaultVlan
Status:                Active
Ports/Port Channels:   Eth1/ 1(S) Eth1/ 2(S) Eth1/ 3(S) Eth1/ 4(S) Eth1/ 5(S)
                       Eth1/ 6(S) Eth1/ 7(S) Eth1/ 8(S) Eth1/ 9(S)
Console#
```

Creating VLANs

Use the VLAN Static List to create or remove VLAN groups. To propagate information about VLAN groups used on this switch to external network devices, you must specify a VLAN ID for each of these groups.

Command Attributes

- **Current** – Lists all the current VLAN groups created for this system. Up to 255 VLAN groups can be defined. VLAN 1 is the default untagged VLAN.
- **New** – Allows you to specify the name and numeric identifier for a new VLAN group. (The VLAN name is only used for management on this system; it is not added to the VLAN tag.)
- **VLAN ID** – ID of configured VLAN (1-4094).
- **VLAN Name** – Name of the VLAN (1 to 32 characters).
- **Status** (Web) – Enables or disables the specified VLAN.
  - **Enable**: VLAN is operational.
  - **Disable**: VLAN is suspended; i.e., does not pass packets.
- **State** (CLI) – Enables or disables the specified VLAN.
  - **Active**: VLAN is operational.
  - **Suspend**: VLAN is suspended; i.e., does not pass packets.
- **Add** – Adds a new VLAN group to the current list.

- **Remove** – Removes a VLAN group from the current list. If any port is assigned to this group as untagged, it will be reassigned to VLAN group 1 as untagged.

Web – Click VLAN, 802.1Q VLAN, Static List. To create a new VLAN, enter the VLAN ID and VLAN name, mark the Enable checkbox to activate the VLAN, and then click Add.

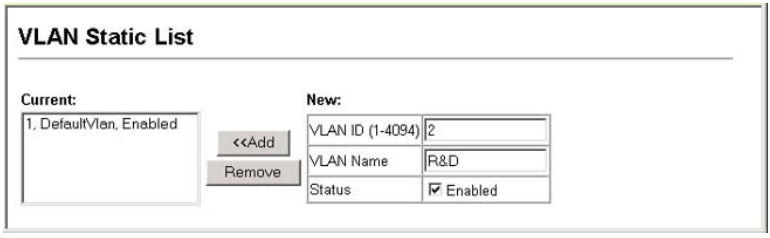


Figure 3-76 VLAN Static List - Creating VLANs

CLI – This example creates a new VLAN.

```
Console(config)#vlan database                                          4-230
Console(config-vlan)#vlan 2 name R&D media ethernet state active       4-231
Console(config-vlan)#end
Console#show vlan                                                      4-239

VLAN ID:               1
Type:                  Static
Name:                  DefaultVlan
Status:                Active
Ports/Port Channels:   Eth1/ 1(S) Eth1/ 2(S) Eth1/ 3(S) Eth1/ 4(S) Eth1/ 5(S)
                       Eth1/ 6(S) Eth1/ 7(S) Eth1/ 8(S) Eth1/ 9(S)

Console#
```

Adding Static Members to VLANs (VLAN Index)

Use the VLAN Static Table to configure port members for the selected VLAN index. Assign ports as tagged if they are connected to 802.1Q VLAN compliant devices, or untagged they are not connected to any VLAN-aware devices. Or configure a port as forbidden to prevent the switch from automatically adding it to a VLAN via the GVRP protocol.

Notes: 1. You can also use the VLAN Static Membership by Port page to configure VLAN groups based on the port index (page 3-196). However, note that this configuration page can only add ports to a VLAN as tagged members.

2. VLAN 1 is the default untagged VLAN containing all ports on the switch, and can only be modified by first reassigning the default port VLAN ID as described under "Configuring VLAN Behavior for Interfaces" on page 3-197.

Command Attributes

- **VLAN** – ID of configured VLAN (1-4094).
- **Name** – Name of the VLAN (1 to 32 characters).
- **Status** – Enables or disables the specified VLAN.
  - **Enable**: VLAN is operational.
  - **Disable**: VLAN is suspended; i.e., does not pass packets.
- **Port** – Port identifier. (Range: 1-8)
- **Trunk** – Trunk identifier.
- **Membership Type** – Select VLAN membership for each interface by marking the appropriate radio button for a port or trunk:
  - **Tagged**: Interface is a member of the VLAN. All packets transmitted by the port will be tagged, that is, carry a tag and therefore carry VLAN or CoS information.
  - **Untagged**: Interface is a member of the VLAN. All packets transmitted by the port will be untagged, that is, not carry a tag and therefore not carry VLAN or CoS information. Note that an interface must be assigned to at least one group as an untagged port.

- **Forbidden**: Interface is forbidden from automatically joining the VLAN via GVRP. For more information, see "Automatic VLAN Registration" on page 3-187.
- **None**: Interface is not a member of the VLAN. Packets associated with this VLAN will not be transmitted by the interface.

- **Trunk Member** – Indicates if a port is a member of a trunk. To add a trunk to the selected VLAN, use the last table on the VLAN Static Table page.

Web – Click VLAN, 802.1Q VLAN, Static Table. Select a VLAN ID from the scroll-down list. Modify the VLAN name and status if required. Select the membership type by marking the appropriate radio button in the list of ports or trunks. Click Apply.

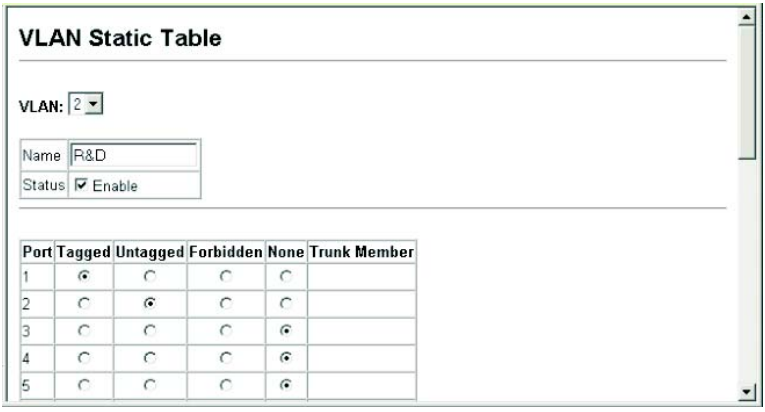


Figure 3-77 VLAN Static Table - Adding Static Members

CLI – The following example adds tagged and untagged ports to VLAN 2.

```
Console(config)#interface ethernet 1/1                          4-170
Console(config-if)#switchport allowed vlan add 2 tagged         4-237
Console(config-if)#exit
Console(config)#interface ethernet 1/2
Console(config-if)#switchport allowed vlan add 2 untagged
Console(config-if)#exit
Console(config)#interface ethernet 1/13
Console(config-if)#switchport allowed vlan add 2 tagged
Console(config-if)#
```

Adding Static Members to VLANs (Port Index)

Use the VLAN Static Membership by Port menu to assign VLAN groups to the selected interface as a tagged member.

Command Attributes

- **Interface** – Port (1-8) or trunk identifier.
- **Member** – VLANs for which the selected interface is a tagged member.
- **Non-Member** – VLANs for which the selected interface is not a tagged member.

Web – Open VLAN, 802.1Q VLAN, Static Membership by Port. Select an interface from the scroll-down box (Port or Trunk). Click Query to display membership information for the interface. Select a VLAN ID, and then click Add to add the interface as a tagged member, or click Remove to remove the interface. After configuring VLAN membership for each interface, click Apply.

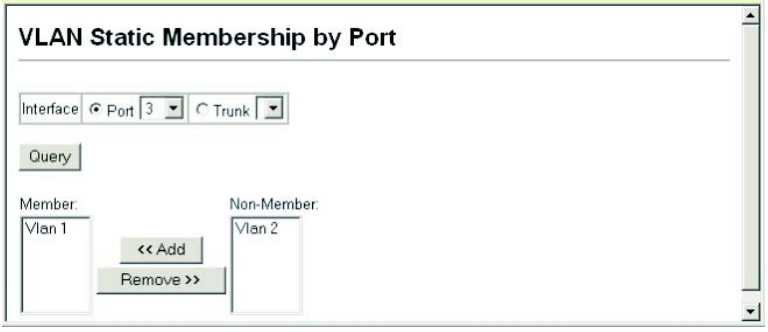


Figure 3-78 VLAN Static Membership by Port

CLI – This example adds Port 3 to VLAN 1 as a tagged port, and removes Port 3 from VLAN 2.

```
Console(config)#interface ethernet 1/3                          4-170
Console(config-if)#switchport allowed vlan add 1 tagged         4-237
Console(config-if)#switchport allowed vlan remove 2
Console(config-if)#
```

Configuring VLAN Behavior for Interfaces

You can configure VLAN behavior for specific interfaces, including the default VLAN identifier (PVID), accepted frame types, ingress filtering, GVRP status, and GARP timers.

Command Usage

- **GVRP** – GARP VLAN Registration Protocol defines a way for switches to exchange VLAN information in order to automatically register VLAN members on interfaces across the network.
- **GARP** – Group Address Registration Protocol is used by GVRP to register or deregister client attributes for client services within a bridged LAN. The default values for the GARP timers are independent of the media access method or data rate. These values should not be changed unless you are experiencing difficulties with GVRP registration/deregistration.

Command Attributes

- **PVID** – VLAN ID assigned to untagged frames received on the interface. (Default: 1)

  If an interface is not a member of VLAN 1 and you assign its PVID to this VLAN, the interface will automatically be added to VLAN 1 as an untagged member. For all other VLANs, an interface must first be configured as an untagged member before you can assign its PVID to that group.
- **Acceptable Frame Type** – Sets the interface to accept all frame types, including tagged or untagged frames, or only tagged frames. When set to receive all frame types, any received frames that are untagged are assigned to the default VLAN. (Option: All, Tagged; Default: All)
- **Ingress Filtering** – Determines how to process frames tagged for VLANs for which the ingress port is not a member.
  (Default: Disabled)
  - Ingress filtering only affects tagged frames.

- If ingress filtering is disabled and a port receives frames tagged for VLANs for which it is not a member, these frames will be flooded to all other ports (except for those VLANs explicitly forbidden on this port).
- If ingress filtering is enabled and a port receives frames tagged for VLANs for which it is not a member, these frames will be discarded.
- Ingress filtering does not affect VLAN independent BPDU frames, such as GVRP or STP. However, they do affect VLAN dependent BPDU frames, such as GMRP.

- **GVRP Status** – Enables/disables GVRP for the interface. GVRP must be globally enabled for the switch before this setting can take effect. (See "Displaying Bridge Extension Capabilities" on page 3-18.) When disabled, any GVRP packets received on this port will be discarded and no GVRP registrations will be propagated from other ports. (Default: Disabled)
- **GARP Join Timer**[18] – The interval between transmitting requests/queries to participate in a VLAN group. (Range: 20-1000 centiseconds; Default: 20)
- **GARP Leave Timer**[18] – The interval a port waits before leaving a VLAN group. This time should be set to more than twice the join time. This ensures that after a Leave or LeaveAll message has been issued, the applicants can rejoin before the port actually leaves the group. (Range: 60-3000 centiseconds; Default: 60)
- **GARP LeaveAll Timer**[18] – The interval between sending out a LeaveAll query message for VLAN group participants and the port leaving the group. This interval should be considerably larger than the Leave Time to minimize the amount of traffic generated by nodes rejoining the group.
  (Range: 500-18000 centiseconds; Default: 1000)

18. Timer settings must follow this rule: 2 x (join timer) < leave timer < leaveAll timer

- **Mode** – Indicates VLAN membership mode for an interface. (Default: Hybrid)
  - **1Q Trunk** – Specifies a port as an end-point for a VLAN trunk. A trunk is a direct link between two switches, so the port transmits tagged frames that identify the source VLAN. Note that frames belonging to the port's default VLAN (i.e., associated with the PVID) are also transmitted as tagged frames.
  - **Hybrid** – Specifies a hybrid VLAN interface. The port may transmit tagged or untagged frames.
- **Trunk Member** – Indicates if a port is a member of a trunk. To add a trunk to the selected VLAN, use the last table on the VLAN Static Table page.

Web – Click VLAN, 802.1Q VLAN, Port Configuration or Trunk Configuration. Fill in the required settings for each interface, click Apply.

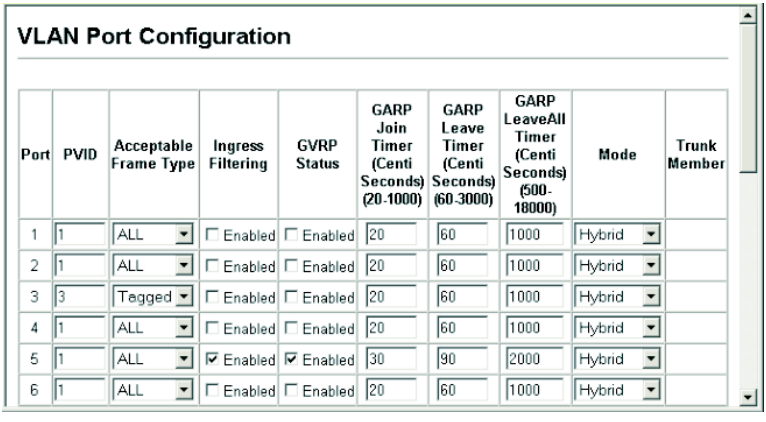

VLAN Port Configuration
Port
PVID
Acceptable Frame Type
Ingress Filtering
GVRP Status
GARP Join Timer (Centi Seconds) (20-1000)
GARP Leave Timer (Centi Seconds) (60-3000)
GARP LeaveAll Timer (Centi Seconds) (500-18000)
Mode
Trunk Member
1 1 ALL Enabled Enabled 20 60 1000 Hybrid
2 1 ALL Enabled Enabled 20 60 1000 Hybrid
3 3 Tagged Enabled Enabled 20 60 1000 Hybrid
4 1 ALL Enabled Enabled 20 60 1000 Hybrid
5 1 ALL Enabled Enabled 30 90 2000 Hybrid
6 1 ALL Enabled Enabled 20 60 1000 Hybrid

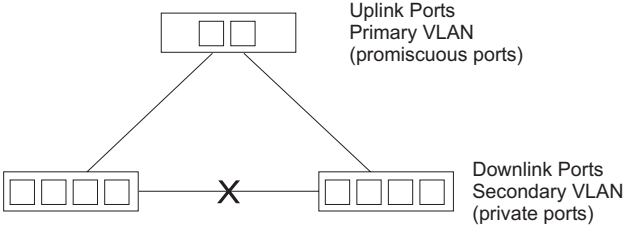
Figure 3-79 VLAN Port Configuration

CLI – This example sets port 3 to accept only tagged frames, assigns PVID 3 as the native VLAN ID, enables GVRP, sets the GARP timers, and then sets the switchport mode to hybrid.

```
Console(config)#interface ethernet 1/3                          4-170
Console(config-if)#switchport acceptable-frame-types tagged     4-234
Console(config-if)#switchport ingress-filtering                 4-235
Console(config-if)#switchport native vlan 3                     4-236
Console(config-if)#switchport gvrp                              4-249
Console(config-if)#garp timer join 20                           4-250
Console(config-if)#garp timer leave 90
Console(config-if)#garp timer leaveall 2000
Console(config-if)#switchport mode hybrid                       4-233
Console(config-if)#
```

Configuring Private VLANs

Private VLANs provide port-based security and isolation between ports within the assigned VLAN. Data traffic on downlink ports can only be forwarded to, and from, uplink ports. (Note that private VLANs and normal VLANs can exist simultaneously within the same switch.)



Enabling Private VLANs

Use the Private VLAN Status page to enable/disable the Private VLAN function.

Web – Click VLAN, Private VLAN, Status. Select Enable or Disable from the scroll-down box, and click Apply.

Figure 3-80 Private VLAN Status

CLI – This example enables private VLANs.

```
Console(config)#pvlan                                    4-240
Console(config)#
```

Configuring Uplink and Downlink Ports

Use the Private VLAN Link Status page to set ports as downlink or uplink ports. Ports designated as downlink ports can not communicate with any other ports on the switch except for the uplink ports. Uplink ports can communicate with any other ports on the switch and with any designated downlink ports.

Web – Click VLAN, Private VLAN, Link Status. Mark the ports that will serve as uplinks and downlinks for the private VLAN, then click Apply.

Figure 3-81 Private VLAN Link Status

CLI – This configures port 3 as an uplink and port 5 and 6 as downlinks.

```
Console(config)#pvlan up-link ethernet 1/3 down-link ethernet 1/5-6     4-240
Console(config)#end
Console#show pvlan
Private VLAN status: Enabled
Up-link port:
 Ethernet 1/3
Down-link port:
 Ethernet 1/5
 Ethernet 1/6
Console#
```

Configuring Protocol-Based VLANs

The network devices required to support multiple protocols cannot be easily grouped into a common VLAN. This may require non-standard devices to pass traffic between different VLANs in order to encompass all the devices participating in a specific protocol. This kind of configuration deprives users of the basic benefits of VLANs, including security and easy accessibility.

To avoid these problems, you can configure this switch with protocol-based VLANs that divide the physical network into logical VLAN groups for each required protocol. When a frame is received at a port, its VLAN membership can then be determined based on the protocol type being used by the inbound packets.

Command Usage

To configure protocol-based VLANs, follow these steps:

1. First configure VLAN groups for the protocols you want to use (page 3-192). Although not mandatory, we suggest configuring a separate VLAN for each major protocol running on your network. Do not add port members at this time.
2. Create a protocol group for each of the protocols you want to assign to a VLAN using the Protocol VLAN Configuration page.
3. Then map the protocol for each interface to the appropriate VLAN using the Protocol VLAN Port Configuration page.

Configuring Protocol Groups

Create a protocol group for one or more protocols.

Command Attributes

- **Protocol Group ID** – Group identifier of this protocol group. (Range: 1-2147483647)
- **Frame Type**[19] – Frame type used by this protocol. (Options: Ethernet, RFC_1042, LLC_other)
- **Protocol Type** – The only option for the LLC_other frame type is IPX_raw. The options for all other frames types include: IP, ARP, RARP.

Web – Click VLAN, Protocol VLAN, Configuration. Enter a protocol group ID, frame type and protocol type, then click Apply.

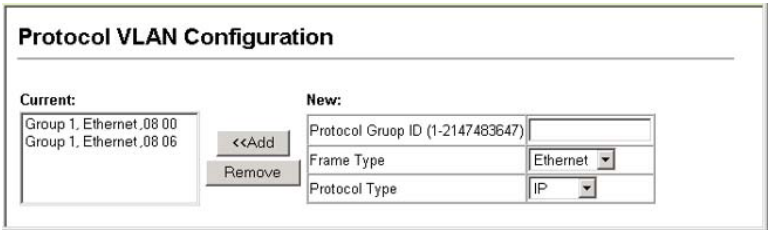


Figure 3-82 Protocol VLAN Configuration

CLI – The following creates protocol group 1, and then specifies Ethernet frames with IP and ARP protocol types.

```
Console(config)#protocol-vlan protocol-group 1
  add frame-type ethernet protocol-type ip                    4-243
Console(config)#protocol-vlan protocol-group 1
  add frame-type ethernet protocol-type arp
Console(config)#
```

19. SNAP frame types are not supported by this switch due to hardware limitations.

Mapping Protocols to VLANs

Map a protocol group to a VLAN for each interface that will participate in the group.

Command Usage

- When creating a protocol-based VLAN, only assign interfaces using this configuration screen. If you assign interfaces using any of the other VLAN menus such as the VLAN Static Table (page 3-194) or VLAN Static Membership by Port menu (page 3-196), these interfaces will admit traffic of any protocol type into the associated VLAN.
- When a frame enters a port that has been assigned to a protocol VLAN, it is processed in the following manner:
  - If the frame is tagged, it will be processed according to the standard rules applied to tagged frames.
  - If the frame is untagged and the protocol type matches, the frame is forwarded to the appropriate VLAN.
  - If the frame is untagged but the protocol type does not match, the frame is forwarded to the default VLAN for this interface.

Command Attributes

- **Interface** – Port (1-8) or trunk identifier.
- **Protocol Group ID** – Group identifier of this protocol group. (Range: 1-2147483647)
- **VLAN ID** – VLAN to which matching protocol traffic is forwarded. (Range: 1-4094)

Web – Click VLAN, Protocol VLAN, Port Configuration. Select a a port or trunk, enter a protocol group ID, the corresponding VLAN ID, and click Apply.

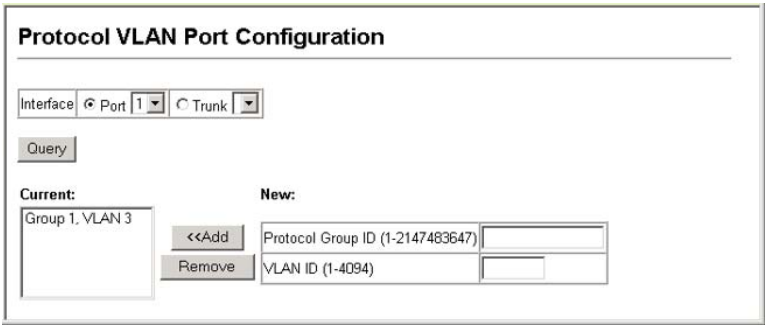


Figure 3-83 Protocol VLAN Port Configuration

CLI – The following maps the traffic entering Port 1 which matches the protocol type specified in protocol group 1 to VLAN 3.

```
Console(config)#interface ethernet 1/1
Console(config-if)#protocol-vlan protocol-group 1 vlan 3      4-243
Console(config-if)#
```

Class of Service Configuration

Class of Service (CoS) allows you to specify which data packets have greater precedence when traffic is buffered in the switch due to congestion. This switch supports CoS with eight priority queues for each port. Data packets in a port's high-priority queue will be transmitted before those in the lower-priority queues. You can set the default priority for each interface, and configure the mapping of frame priority tags to the switch's priority queues.

Layer 2 Queue Settings

Setting the Default Priority for Interfaces

You can specify the default port priority for each interface on the switch. All untagged packets entering the switch are tagged with the specified default port priority, and then sorted into the appropriate priority queue at the output port.

Command Usage

- This switch provides eight priority queues for each port. It uses Weighted Round Robin to prevent head-of-queue blockage.
- The default priority applies for an untagged frame received on a port set to accept all frame types (i.e, receives both untagged and tagged frames). This priority does not apply to IEEE 802.1Q VLAN tagged frames. If the incoming frame is an IEEE 802.1Q VLAN tagged frame, the IEEE 802.1p User Priority bits will be used.
- If the output port is an untagged member of the associated VLAN, these frames are stripped of all VLAN tags prior to transmission.

Command Attributes

- **Default Priority**[20] – The priority that is assigned to untagged frames received on the specified interface. (Range: 0 - 7, Default: 0)

20. CLI displays this information as "Priority for untagged traffic."

- **Number of Egress Traffic Classes** – The number of queue buffers provided for each port.

Web – Click Priority, Default Port Priority or Default Trunk Priority. Modify the default priority for any interface, then click Apply.

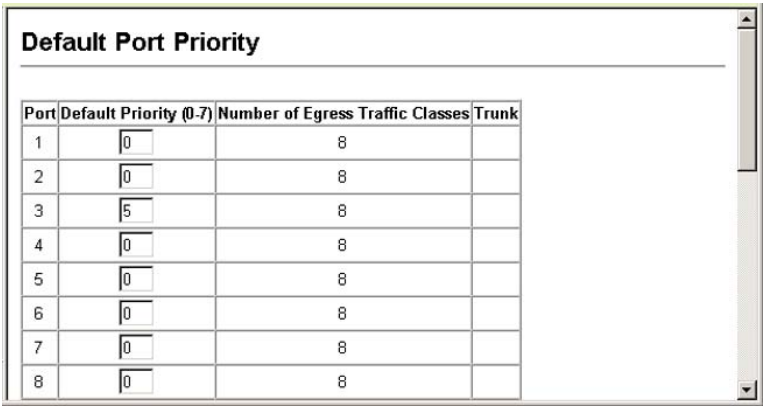


Figure 3-84 Default Port Priority

CLI – This example assigns a default priority of 5 to port 3.

```
Console(config)#interface ethernet 1/3                          4-170
Console(config-if)#switchport priority default 5                4-254
Console(config-if)#end
Console#show interfaces switchport ethernet 1/3                 4-180
Information of Eth 1/5
 Broadcast threshold:           Enabled, 500 packets/second
 LACP status:                   Disabled
 Ingress rate limit:            Disable, 1000M bits per second
 Egress rate limit:             Disable, 1000M bits per second
 VLAN membership mode:          Hybrid
 Ingress rule:                  Disabled
 Acceptable frame type:         All frames
 Native VLAN:                   1
 Priority for untagged traffic: 0
 GVRP status:                   Disabled
 Allowed VLAN:                     1(u),
 Forbidden VLAN:
Console#
```

Mapping CoS Values to Egress Queues

This switch processes Class of Service (CoS) priority tagged traffic by using eight priority queues for each port, with service schedules based on strict or Weighted Round Robin (WRR). Up to eight separate traffic priorities are defined in IEEE 802.1p. The default priority levels are assigned according to recommendations in the IEEE 802.1p standard as shown in the following table.

Table 3-12 Mapping CoS Values to Egress Queues

Queue	0	1	2	3	4	5	6	7
Priority	2	0	1	3	4	5	6	7

The priority levels recommended in the IEEE 802.1p standard for various network applications are shown in the following table. However, you can map the priority levels to the switch's output queues in any way that benefits application traffic for your own network.

Table 3-13 CoS Priority Levels

Priority Level	Traffic Type
1	Background
2	(Spare)
0 (default)	Best Effort
3	Excellent Effort
4	Controlled Load
5	Video, less than 100 milliseconds latency and jitter
6	Voice, less than 10 milliseconds latency and jitter
7	Network Control

Command Attributes

- **Priority** – CoS value. (Range: 0-7, where 7 is the highest priority)
- **Traffic Class**[21] – Output queue buffer. (Range: 0-7, where 7 is the highest CoS priority queue)

21. CLI shows Queue ID.

Web – Click Priority, Traffic Classes. Assign priorities to the traffic classes (i.e., output queues), then click Apply.

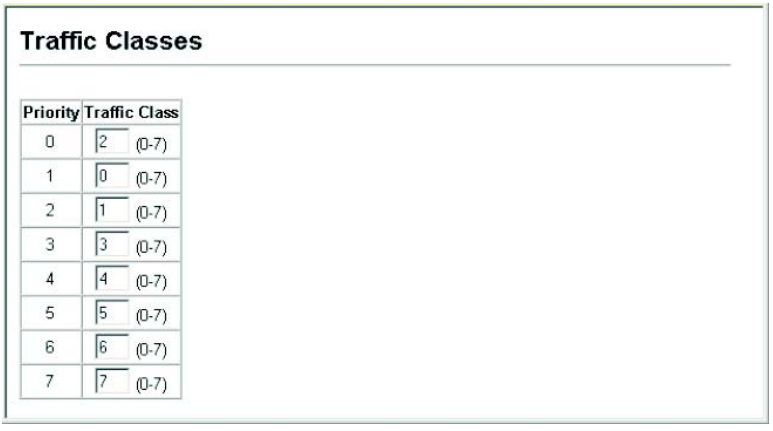


Figure 3-85 Traffic Classes

CLI – The following example shows how to change the CoS assignments to a one-to-one mapping.

```
Console(config)#interface ethernet 1/1                          4-170
Console(config-if)#queue cos-map 0 0                            4-256
Console(config-if)#queue cos-map 1 1
Console(config-if)#queue cos-map 2 2
Console(config-if)#end
Console#show queue cos-map ethernet 1/1                         4-258
Information of Eth 1/1
 CoS Value:      0 1 2 3 4 5 6 7
 Priority Queue: 0 1 2 3 4 5 6 7
Console#
```

* Mapping specific values for CoS priorities is implemented as an interface configuration command, but any changes will apply to the all interfaces on the switch.

Selecting the Queue Mode

You can set the switch to service the queues based on a strict rule that requires all traffic in a higher priority queue to be processed before lower priority queues are serviced, or use Weighted Round-Robin (WRR) queuing that specifies a relative weight of each queue. WRR uses a

predefined relative weight for each queue that determines the percentage of service time the switch services each queue before moving on to the next queue. This prevents the head-of-line blocking that can occur with strict priority queuing.

Command Attributes

- **WRR** - Weighted Round-Robin shares bandwidth at the egress ports by using scheduling weights 1, 2, 4, 6, 8, 10, 12, 14 for queues 0 through 7 respectively. (This is the default selection.)
- **Strict** - Services the egress queues in sequential order, transmitting all traffic in the higher priority queues before servicing lower priority queues.

Web – Click Priority, Queue Mode. Select Strict or WRR, then click Apply.

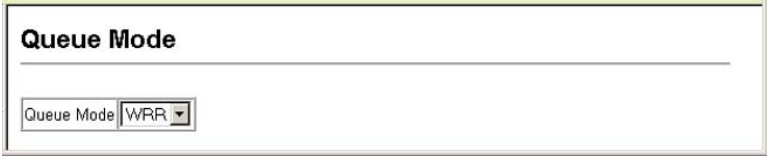


Figure 3-86 Queue Mode

CLI – The following sets the queue mode to strict priority service mode.

```
Console(config)#queue mode strict                                    4-253
Console(config)#exit
Console#show queue mode                                              4-257

Queue mode: strict
Console#
```

Setting the Service Weight for Traffic Classes

This switch uses the Weighted Round Robin (WRR) algorithm to determine the frequency at which it services each priority queue. As described in "Mapping CoS Values to Egress Queues" on page 3-208, the traffic classes are mapped to one of the eight egress queues provided for each port. You can assign a weight to each of these queues (and thereby to

the corresponding traffic priorities). This weight sets the frequency at which each queue will be polled for service, and subsequently affects the response time for software applications assigned a specific priority value.

Command Attributes

- **WRR Setting Table**[22] – Displays a list of weights for each traffic class (i.e., queue).
- **Weight Value** – Set a new weight for the selected traffic class. (Range: 1-15)

Web – Click Priority, Queue Scheduling. Select the interface, highlight a traffic class (i.e., output queue), enter a weight, then click Apply.

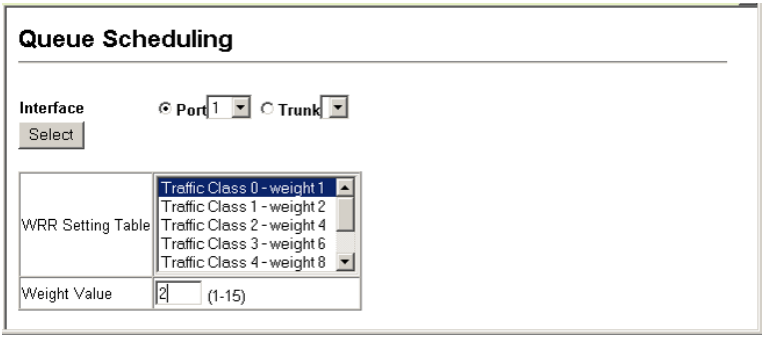


Figure 3-87 Queue Scheduling

22. CLI shows Queue ID.

CLI – The following example shows how to assign WRR weights to each of the priority queues.

```
Console(config)#interface ethernet 1/1
Console(config-if)#queue bandwidth 1 3 5 7 9 11 13 15         4-255
Console(config-if)#end
Console#show queue bandwidth                                  4-258
Information of Eth 1/1
 Queue ID  Weight
 --------  ------
    0        1
    1        3
    2        5
    3        7
    4        9
    5        11
    6        13
    7        15
Information of Eth 1/2
 Queue ID  Weight
:
```

Layer 3/4 Priority Settings

Mapping Layer 3/4 Priorities to CoS Values

This switch supports several common methods of prioritizing layer 3/4 traffic to meet application requirements. Traffic priorities can be specified in the IP header of a frame, using the priority bits in the Type of Service (ToS) octet or the number of the TCP port. If priority bits are used, the ToS octet may contain three bits for IP Precedence or six bits for Differentiated Services Code Point (DSCP) service. When these services are enabled, the priorities are mapped to a Class of Service value by the switch, and the traffic then sent to the corresponding output queue.

Because different priority information may be contained in the traffic, this switch maps priority values to the output queues in the following manner:

- The precedence for priority mapping is IP Port Priority, IP Precedence or DSCP Priority, and then Default Port Priority.
- IP Precedence and DSCP Priority cannot both be enabled. Enabling one of these priority types will automatically disable the other.

Selecting IP Precedence/DSCP Priority

The switch allows you to choose between using IP Precedence or DSCP priority. Select one of the methods or disable this feature.

Command Attributes

- **Disabled** – Disables both priority services. (This is the default setting.)
- **IP Precedence** – Maps layer 3/4 priorities using IP Precedence.
- **IP DSCP** – Maps layer 3/4 priorities using Differentiated Services Code Point Mapping.

Web – Click Priority, IP Precedence/DSCP Priority Status. Select Disabled, IP Precedence or IP DSCP from the scroll-down menu, then click Apply.

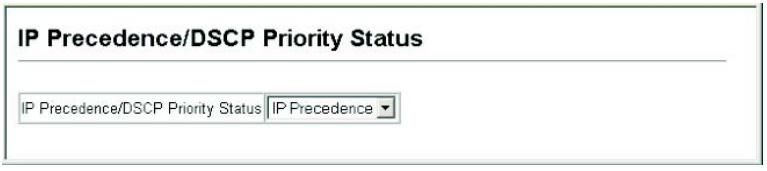


Figure 3-88 IP Precedence/DSCP Priority Status

CLI – The following example enables IP Precedence service on the switch.

```
Console(config)#map ip precedence                              4-259
Console(config)#
```

Mapping IP Precedence

The Type of Service (ToS) octet in the IPv4 header includes three precedence bits defining eight different priority levels ranging from highest priority for network control packets to lowest priority for routine traffic. The default IP Precedence values are mapped one-to-one to Class of Service values (i.e., Precedence value 0 maps to CoS value 0, and so forth).

Bits 6 and 7 are used for network control, and the other bits for various application types. ToS bits are defined in the following table.

Table 3-14 Mapping IP Precedence

Priority Level	Traffic Type	Priority Level	Traffic Type
7	Network Control	3	Flash
6	Internetwork Control	2	Immediate
5	Critical	1	Priority
4	Flash Override	0	Routine

Command Attributes

- **IP Precedence Priority Table** – Shows the IP Precedence to CoS map.
- **Class of Service Value** – Maps a CoS value to the selected IP Precedence value. Note that "0" represents low priority and "7" represent high priority.

Web – Click Priority, IP Precedence Priority. Select an entry from the IP Precedence Priority Table, enter a value in the Class of Service Value field, and then click Apply.

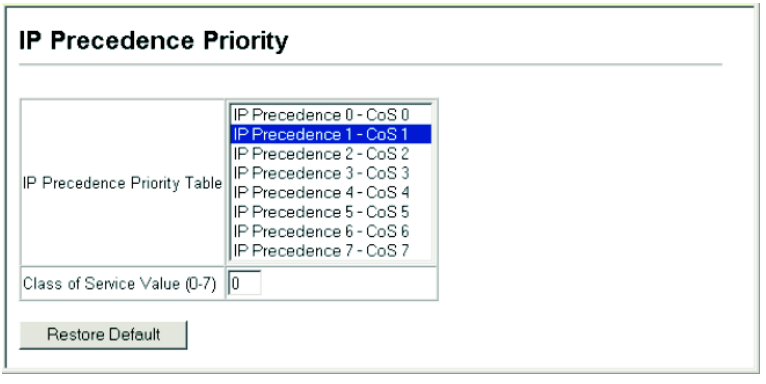

IP Precedence Priority
IP Precedence Priority Table
IP Precedence 0 - CoS 0
IP Precedence 1 - CoS 1
IP Precedence 2 - CoS 2
IP Precedence 3 - CoS 3
IP Precedence 4 - CoS 4
IP Precedence 5 - CoS 5
IP Precedence 6 - CoS 6
IP Precedence 7 - CoS 7
Class of Service Value (0-7)
0
Restore Default

Figure 3-89 IP Precedence Priority

CLI – The following example globally enables IP Precedence service on the switch, maps IP Precedence value 1 to CoS value 0 (on port 1), and then displays the IP Precedence settings.

```
Console(config)#map ip precedence                                4-261
Console(config)#interface ethernet 1/1                           4-170
Console(config-if)#map ip precedence 1 cos 0                     4-261
Console(config-if)#end
Console#show map ip precedence ethernet 1/1                      4-265
Precedence mapping status: disabled

 Port      Precedence COS
 --------- ---------- ---
  Eth 1/ 1          0   0
  Eth 1/ 1          1   0
  Eth 1/ 1          2   2
  Eth 1/ 1          3   3
  Eth 1/ 1          4   4
  Eth 1/ 1          5   5
  Eth 1/ 1          6   6
  Eth 1/ 1          7   7
Console#
```

* Mapping specific values for IP Precedence is implemented as an interface configuration command, but any changes will apply to the all interfaces on the switch.

Mapping DSCP Priority

The DSCP is six bits wide, allowing coding for up to 64 different forwarding behaviors. The DSCP replaces the ToS bits, but it retains backward compatibility with the three precedence bits so that non-DSCP compliant, ToS-enabled devices, will not conflict with the DSCP mapping. Based on network policies, different kinds of traffic can be marked for different kinds of forwarding. The DSCP default values are defined in the following table. Note that all the DSCP values that are not specified are mapped to CoS value 0.

Table 3-15 Mapping DSCP Priority

IP DSCP Value	CoS Value
0	0
8	1
10, 12, 14, 16	2
18, 20, 22, 24	3

Table 3-15 Mapping DSCP Priority

IP DSCP Value	CoS Value
26, 28, 30, 32, 34, 36	4
38, 40, 42	5
48	6
46, 56	7

Command Attributes

- **DSCP Priority Table –** Shows the DSCP Priority to CoS map.
- **Class of Service Value –** Maps a CoS value to the selected DSCP Priority value. Note that "0" represents low priority and "7" represent high priority.

Note: IP DSCP settings apply to all interfaces.

Web – Click Priority, IP DSCP Priority. Select an entry from the DSCP table, enter a value in the Class of Service Value field, then click Apply.

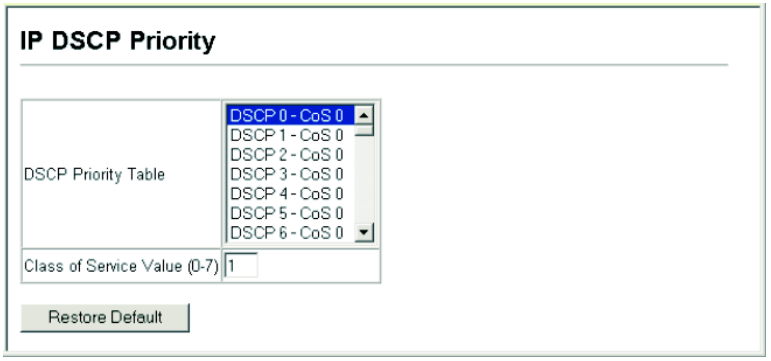

IP DSCP Priority
DSCP Priority Table
DSCP 0 - CoS 0
DSCP 1 - CoS 0
DSCP 2 - CoS 0
DSCP 3 - CoS 0
DSCP 4 - CoS 0
DSCP 5 - CoS 0
DSCP 6 - CoS 0
Class of Service Value (0-7)
1
Restore Default

Figure 3-90 IP DSCP Priority

CLI – The following example globally enables DSCP Priority service on the switch, maps DSCP value 0 to CoS value 1 (on port 1), and then displays the DSCP Priority settings.

```
Console(config)#map ip dscp                                    4-262
Console(config)#interface ethernet 1/1                         4-170
Console(config-if)#map ip dscp 1 cos 0                         4-263
Console(config-if)#end
Console#show map ip dscp ethernet 1/1                          4-266
DSCP mapping status: disabled

 Port       DSCP COS
 ---------  ---- ---
  Eth 1/ 1    0   0
  Eth 1/ 1    1   0
  Eth 1/ 1    2   0
  Eth 1/ 1    3   0
⋮
  Eth 1/ 1   61   0
  Eth 1/ 1   62   0
  Eth 1/ 1   63   0
Console#
```

* Mapping specific values for IP DSCP is implemented as an interface configuration command, but any changes will apply to the all interfaces on the switch.

Mapping IP Port Priority

You can also map network applications to Class of Service values based on the IP port number (i.e., TCP/UDP port number) in the frame header. Some of the more common TCP service ports include: HTTP: 80, FTP: 21, Telnet: 23 and POP3: 110.

Command Attributes

- **IP Port Priority Status** – Enables or disables the IP port priority.
- **IP Port Priority Table** – Shows the IP port to CoS map.
- **IP Port Number (TCP/UDP)** – Set a new IP port number.
- **Class of Service Value** – Sets a CoS value for a new IP port. Note that "0" represents low priority and "7" represent high priority.

Note: IP Port Priority settings apply to all interfaces.

Web – Click Priority, IP Port Status. Set IP Port Priority Status to Enabled.

Figure 3-91 IP Port Priority Status

Click Priority, IP Port Priority. Enter the port number for a network application in the IP Port Number box and the new CoS value in the Class of Service box, and then click Apply.

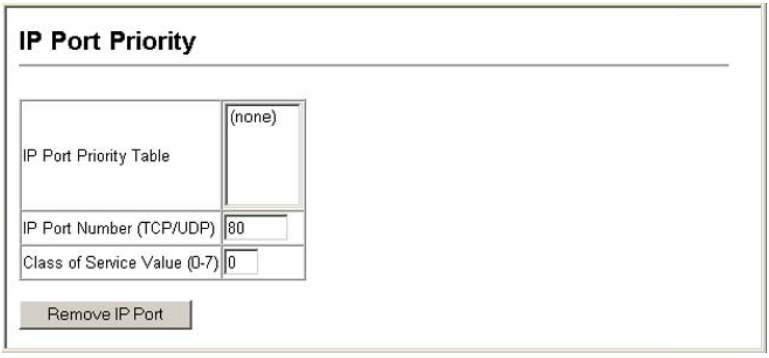


Figure 3-92 IP Port Priority

CLI – The following example globally enables IP Port Priority service on the switch, maps HTTP traffic (on port 1) to CoS value 0, and then displays the IP Port Priority settings.

```
Console(config)#map ip port                                    4-259
Console(config)#interface ethernet 1/1                         4-170
Console(config-if)#map ip port 80 cos 0                        4-260
Console(config-if)#end
Console#show map ip port ethernet 1/5                          4-264
TCP port mapping status: disabled

 Port       Port no. COS
 ---------  -------- ---
  Eth 1/ 1       80   0
Console#
```

* Mapping specific values for IP DSCP is implemented as an interface configuration command, but any changes will apply to the all interfaces on the switch.

Mapping CoS Values to ACLs

Use the ACL CoS Mapping page to set the output queue for packets matching an ACL rule as shown in the following table. Note that the specified CoS value is only used to map the matching packet to an output queue; it is not written to the packet itself. For information on mapping the CoS values to output queues, see page 3-208.

Table 3-16 Egress Queue Priority Mapping

Priority	0	1	2	3	4	5	6	7
Queue	1	2	0	3	4	5	6	7

Command Usage

You must configure an ACL mask before you can map CoS values to the rule.

Command Attributes

- **Port** – Port identifier. (Range: 1-8)
- **Name**[23] – Name of ACL.
- **Type** – Type of ACL (IP or MAC).
- **CoS Priority** – CoS value used for packets matching an IP ACL rule. (Range: 0-7)

23. For information on configuring ACLs, see page 3-105.

Web – Click Priority, ACL CoS Priority. Select a port, select an ACL rule, specify a CoS priority, then click Add.

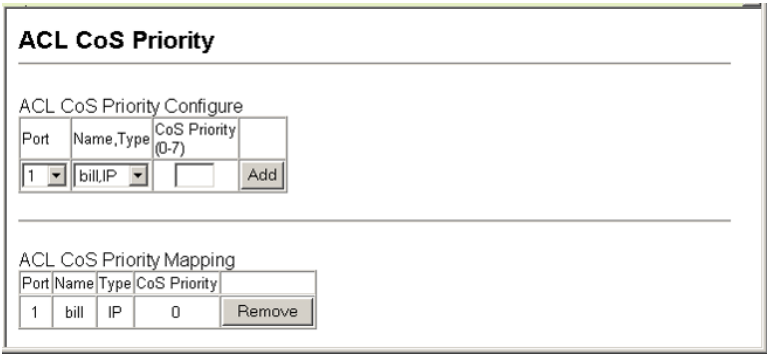


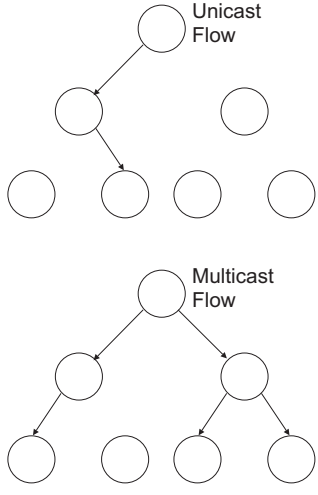
Figure 3-93 ACL CoS Priority

CLI – This example assigns a CoS value of zero to packets matching rules within the specified ACL on port 1.

```
Console(config)#interface ethernet 1/1                          4-170
Console(config-if)#map access-list ip bill cos 0                4-133
Console(config-if)#
```

Multicast Filtering

Multicasting is used to support real-time applications such as videoconferencing or streaming audio. A multicast server does not have to establish a separate connection with each client. It merely broadcasts its service to the network, and any hosts that want to receive the multicast register with their local multicast switch/router. Although this approach reduces the network overhead required by a multicast server, the broadcast traffic must be carefully pruned at every multicast switch/router it passes through to ensure that traffic is only passed on to the hosts which subscribed to this service.



This switch uses IGMP (Internet Group Management Protocol) to query for any attached hosts that want to receive a specific multicast service. It identifies the ports containing hosts requesting to join the service and sends data out to those ports only. It then propagates the service request up to any neighboring multicast switch/router to ensure that it will continue to receive the multicast service. This procedure is called multicast filtering.

The purpose of IP multicast filtering is to optimize a switched network's performance, so multicast packets will only be forwarded to those ports containing multicast group hosts or multicast routers/switches, instead of flooding traffic to all ports in the subnet (VLAN).

IGMP Protocol

The Internet Group Management Protocol (IGMP) runs between hosts and their immediately adjacent multicast router/switch. IGMP is a multicast host registration protocol that allows any host to inform its local router that it wants to receive transmissions addressed to a specific multicast group.

A router, or multicast-enabled switch, can periodically ask their hosts if they want to receive multicast traffic. If there is more than one router/switch on the LAN performing IP multicasting, one of these devices is elected "querier" and assumes the role of querying the LAN for group members. It then propagates the service requests on to any adjacent multicast switch/router to ensure that it will continue to receive the multicast service.

Based on the group membership information learned from IGMP, a router/switch can determine which (if any) multicast traffic needs to be forwarded to each of its ports. At Layer 3, multicast routers use this information, along with a multicast routing protocol such as DVMRP or PIM, to support IP multicasting across the Internet.

Note that IGMP neither alters nor routes IP multicast packets. A multicast routing protocol must be used to deliver IP multicast packets across different subnetworks. Therefore, when DVMRP or PIM routing is enabled for a subnet on this switch, you also need to enable IGMP.

Layer 2 IGMP (Snooping and Query)

IGMP Snooping and Query – If multicast routing is not supported on other switches in your network, you can use IGMP Snooping and IGMP Query (page 3-223) to monitor IGMP service requests passing between multicast clients and servers, and dynamically configure the switch ports which need to forward multicast traffic.

Static IGMP Router Interface – If IGMP snooping cannot locate the IGMP querier, you can manually designate a known IGMP querier (i.e., a multicast router/switch) connected over the network to an interface on

your switch (page 3-227). This interface will then join all the current multicast groups supported by the attached router/switch to ensure that multicast traffic is passed to all appropriate interfaces within the switch.

Static IGMP Host Interface – For multicast applications that you need to control more carefully, you can manually assign a multicast service to specific interfaces on the switch (page 3-229).

Configuring IGMP Snooping and Query Parameters

You can configure the switch to forward multicast traffic intelligently. Based on the IGMP query and report messages, the switch forwards traffic only to the ports that request multicast traffic. This prevents the switch from broadcasting the traffic to all ports and possibly disrupting network performance.

Command Usage

- **IGMP Snooping** – This switch can passively snoop on IGMP Query and Report packets transferred between IP multicast routers/switches and IP multicast host groups to identify the IP multicast group members. It simply monitors the IGMP packets passing through it, picks out the group registration information, and configures the multicast filters accordingly.
- **IGMP Querier** – A router, or multicast-enabled switch, can periodically ask their hosts if they want to receive multicast traffic. If there is more than one router/switch on the LAN performing IP multicasting, one of these devices is elected "querier" and assumes the role of querying the LAN for group members. It then propagates the service requests on to any upstream multicast switch/router to ensure that it will continue to receive the multicast service.

Note: Multicast routers use this information, along with a multicast routing protocol such as DVMRP or PIM, to support IP multicasting across the Internet.

Command Attributes

- **IGMP Status** — When enabled, the switch will monitor network traffic to determine which hosts want to receive multicast traffic. This is also referred to as IGMP Snooping. (Default: Enabled)
- **Act as IGMP Querier** — When enabled, the switch can serve as the Querier, which is responsible for asking hosts if they want to receive multicast traffic. (Default: Disabled)
- **IGMP Query Count** — Sets the maximum number of queries issued for which there has been no response before the switch takes action to drop a client from the multicast group. (Range: 2-10, Default: 2)
- **IGMP Query Interval** — Sets the frequency at which the switch sends IGMP host-query messages. (Range: 60-125 seconds, Default: 125)
- **IGMP Report Delay** — Sets the time between receiving an IGMP Report for an IP multicast address on a port before the switch sends an IGMP Query out of that port and removes the entry from its list. (Range: 5-25 seconds, Default: 10)
- **IGMP Query Timeout** — The time the switch waits after the previous querier stops before it considers the router port (i.e., the interface which had been receiving query packets) to have expired. (Range: 300-500 seconds, Default: 300)
- **IGMP Version** — Sets the protocol version for compatibility with other devices on the network. (Range: 1-2; Default: 2)

Notes: **1.** All systems on the subnet must support the same version.
2. Some attributes are only enabled for IGMPv2, including IGMP Report Delay and IGMP Query Timeout.

Web – Click IGMP Snooping, IGMP Configuration. Adjust the IGMP settings as required, and then click Apply. (The default settings are shown below.)

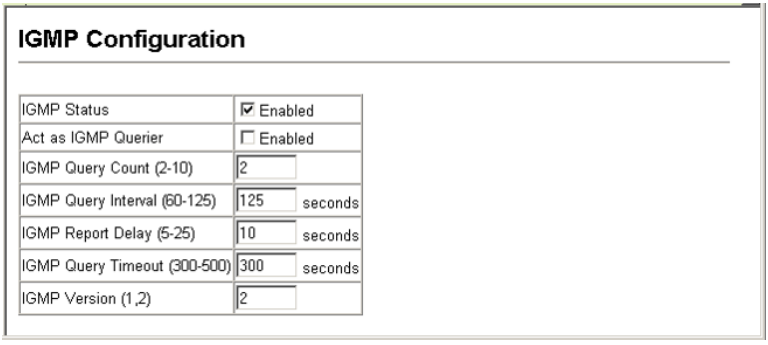


Figure 3-94 IGMP Configuration

CLI – This example modifies the settings for multicast filtering, and then displays the current status.

```
Console(config)#ip igmp snooping                                  4-268
Console(config)#ip igmp snooping querier                          4-272
Console(config)#ip igmp snooping query-count 10                   4-273
Console(config)#ip igmp snooping query-interval 100               4-274
Console(config)#ip igmp snooping query-max-response-time 20       4-274
Console(config)#ip igmp snooping version 2                        4-269
Console(config)#exit
Console#show ip igmp snooping                                     4-270
 Service status:          Enabled
 Querier status:          Enabled
 Query count:             10
 Query interval:          100 sec
 Query max response time: 20 sec
 Router port expire time: 300 sec
 IGMP snooping version:   Version 2
Console#
```

Displaying Interfaces Attached to a Multicast Router

Multicast routers that are attached to ports on the switch use information obtained from IGMP, along with a multicast routing protocol such as DVMRP or PIM, to support IP multicasting across the Internet. These routers may be dynamically discovered by the switch or statically assigned to an interface on the switch.

You can use the Multicast Router Port Information page to display the ports on this switch attached to a neighboring multicast router/switch for each VLAN ID.

Command Attributes

- **VLAN ID** – ID of configured VLAN (1-4094).
- **Multicast Router List** – Multicast routers dynamically discovered by this switch or those that are statically assigned to an interface on this switch.

Web – Click IGMP Snooping, Multicast Router Port Information. Select the required VLAN ID from the scroll-down list to display the associated multicast routers.

Figure 3-95 Multicast Router Port Information

CLI – This example shows that Port 11 has been statically configured as a port attached to a multicast router.

```
Console#show ip igmp snooping mrouter vlan 1                    4-270
 VLAN M'cast Router Port Type
 ---- ------------------ -------
    1           Eth 1/11 Static
Console#
```

Specifying Static Interfaces for a Multicast Router

Depending on your network connections, IGMP snooping may not always be able to locate the IGMP querier. Therefore, if the IGMP querier is a known multicast router/ switch connected over the network to an interface (port or trunk) on your switch, you can manually configure the interface (and a specified VLAN) to join all the current multicast groups supported by the attached router. This can ensure that multicast traffic is passed to all the appropriate interfaces within the switch.

Command Attributes

- **Interface** – Activates the Port or Trunk scroll down list.
- **VLAN ID** – Selects the VLAN to propagate all multicast traffic coming from the attached multicast router.
- **Port** or **Trunk** – Specifies the interface attached to a multicast router.

Web – Click IGMP Snooping, Static Multicast Router Port Configuration. Specify the interfaces attached to a multicast router, indicate the VLAN which will forward all the corresponding multicast traffic, and then click Add. After you have finished adding interfaces to the list, click Apply.

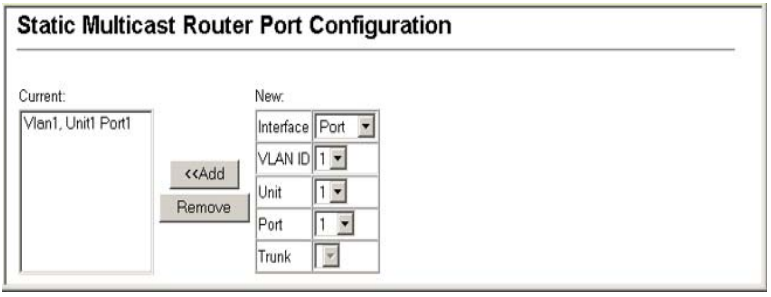


Figure 3-96 Static Multicast Router Port Configuration

CLI – This example configures port 1 as a multicast router port within VLAN 1.

```
Console(config)#ip igmp snooping vlan 1 mrouter ethernet 1/14-276
Console(config)#exit
Console#show ip igmp snooping mrouter vlan 1                    4-277
 VLAN M'cast Router Port Type
 ---- ------------------ -------
    1           Eth 1/1  Static
Console#
```

Displaying Port Members of Multicast Services

You can display the port members associated with a specified VLAN and multicast service.

Command Attribute

- **VLAN ID** – Selects the VLAN for which to display port members.
- **Multicast IP Address** – The IP address for a specific multicast service.
- **Multicast Group Port List** – Shows the interfaces that have already been assigned to the selected VLAN to propagate a specific multicast service.

Web – Click IGMP Snooping, IP Multicast Registration Table. Select a VLAN ID and the IP address for a multicast service from the scroll-down lists. The switch will display all the interfaces that are propagating this multicast service.

Figure 3-97 Displaying Port Members of Multicast Services

CLI – This example displays all the known multicast services supported on VLAN 1, along with the ports propagating the corresponding services. The Type field shows if this entry was learned dynamically or was statically configured.

```
Console#show mac-address-table multicast vlan 1                4-271
 VLAN M'cast IP addr. Member ports Type
 ---- --------------- ------------ -------
    1      224.1.1.12      Eth1/2    USER
    1       224.1.2.3      Eth1/2    IGMP
Console#
```

Assigning Ports to Multicast Services

Multicast filtering can be dynamically configured using IGMP Snooping and IGMP Query messages as described in "Configuring IGMP Snooping and Query Parameters" on page 3-223. For certain applications that require tighter control, you may need to statically configure a multicast service on the switch. First add all the ports attached to participating hosts to a common VLAN, and then assign the multicast service to that VLAN group.

Command Usage

- Static multicast addresses are never aged out.
- When a multicast address is assigned to an interface in a specific VLAN, the corresponding traffic can only be forwarded to ports within that VLAN.

Command Attribute

- **Interface** – Activates the Port or Trunk scroll down list.
- **VLAN ID** – Selects the VLAN to propagate all multicast traffic coming from the attached multicast router/switch.
- **Multicast IP** – The IP address for a specific multicast service
- **Port** or **Trunk** – Specifies the interface attached to a multicast router/switch.

Web – Click IGMP Snooping, IGMP Member Port Table. Specify the interface attached to a multicast service (via an IGMP-enabled switch or multicast router), indicate the VLAN that will propagate the multicast service, specify the multicast IP address, and click Add. After you have completed adding ports to the member list, click Apply.

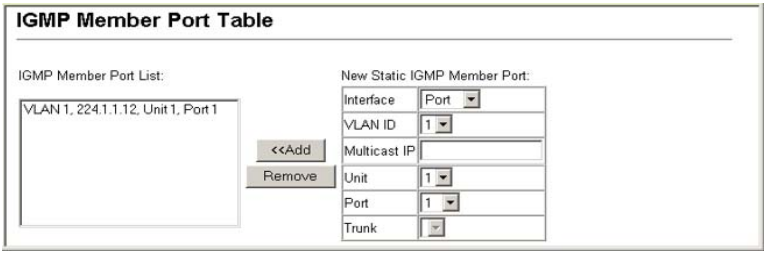


Figure 3-98 Specifying Multicast Port Membership

CLI – This example assigns a multicast address to VLAN 1, and then displays all the known multicast services supported on VLAN 1.

```
Console(config)#ip igmp snooping vlan 1 static 224.1.1.12
 ethernet 1/1                                                    4-269
Console(config)#exit
Console#show mac-address-table multicast vlan 1                  4-271
 VLAN M'cast IP addr. Member ports Type
 ---- --------------- ------------ -------
    1      224.1.1.12      Eth1/1    USER
    1       224.1.2.3      Eth1/1    IGMP
Console#
```

Configuring Domain Name Service

The Domain Naming System (DNS) service on this switch allows host names to be mapped to IP addresses using static table entries or by redirection to other name servers on the network. When a client device designates this switch as a DNS server, the client will attempt to resolve host names into IP addresses by forwarding DNS queries to the switch, and waiting for a response.

You can manually configure entries in the DNS table used for mapping domain names to IP addresses, configure default domain names, or specify one or more name servers to use for domain name to address translation.

Configuring General DNS Service Parameters

Command Usage

- To enable DNS service on this switch, first configure one or more name servers, and then enable domain lookup status.
- To append domain names to incomplete host names received from a DNS client (i.e., not formatted with dotted notation), you can specify a default domain name or a list of domain names to be tried in sequential order.
- If there is no domain list, the default domain name is used. If there is a domain list, the default domain name is not used.

- When an incomplete host name is received by the DNS service on this switch and a domain name list has been specified, the switch will work through the domain list, appending each domain name in the list to the host name, and checking with the specified name servers for a match.
- When more than one name server is specified, the servers are queried in the specified sequence until a response is received, or the end of the list is reached with no response.
- Note that if all name servers are deleted, DNS will automatically be disabled.

Command Attributes

- **Domain Lookup Status** – Enables DNS host name-to-address translation.
- **Default Domain Name**[24] – Defines the default domain name appended to incomplete host names.
  (Range: 1-64 alphanumeric characters)
- **Domain Name List**[24] – Defines a list of domain names that can be appended to incomplete host names.
  (Range: 1-64 alphanumeric characters. 1-5 names)
- **Name Server List** – Specifies the address of one or more domain name servers to use for name-to-address resolution.
  (Range: 1-6 IP addresses)

24. Do not include the initial dot that separates the host name from the domain name.

Web – Select DNS, General Configuration. Set the default domain name or list of domain names, specify one or more name servers to use to use for address resolution, enable domain lookup status, and click Apply.

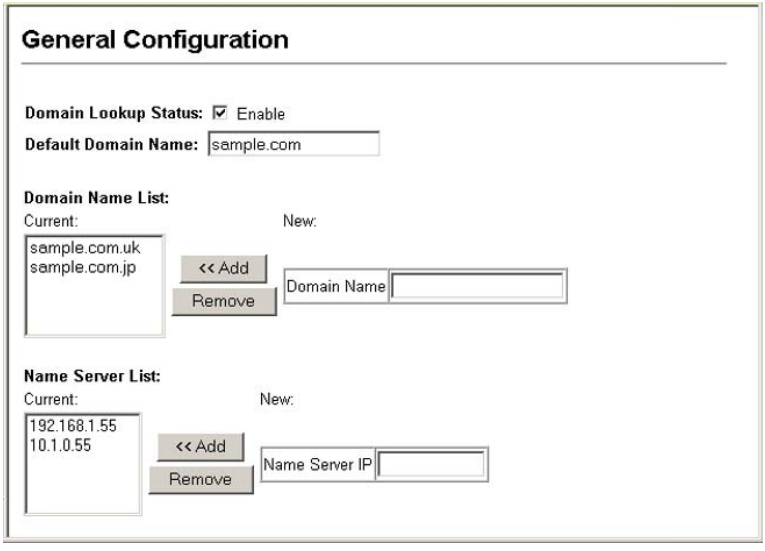


Figure 3-99 DNS General Configuration

CLI - This example sets a default domain name and a domain list. However, remember that if a domain list is specified, the default domain name is not used.

```
Console(config)#ip domain-name sample.com                    4-287
Console(config)#ip domain-list sample.com.uk                 4-288
Console(config)#ip domain-list sample.com.jp
Console(config)#ip name-server 192.168.1.55 10.1.0.55        4-289
Console(config)#ip domain-lookup                             4-290
Console(config)#end
Console#show dns                                             4-292
Domain Lookup Status:
    DNS enabled
Default Domain Name:
    sample.com
Domain Name List:
    sample.com.uk
    sample.com.jp
Name Server List:
    192.168.1.55
    10.1.0.55
Console#
```

Configuring Static DNS Host to Address Entries

You can manually configure static entries in the DNS table that are used to map domain names to IP addresses.

Command Usage

- Static entries may be used for local devices connected directly to the attached network, or for commonly used resources located elsewhere on the network.
- Servers or other network devices may support one or more connections via multiple IP addresses. If more than one IP address is associated with a host name in the static table or via information returned from a name server, a DNS client can try each address in succession, until it establishes a connection with the target device.

Field Attributes

- **Host Name** – Name of a host device that is mapped to one or more IP addresses. (Range: 1-64 characters)

- **IP Address** – Internet address(es) associated with a host name. (Range: 1-8 addresses)
- **Alias** – Displays the host names that are mapped to the same address(es) as a previously configured entry.

Web – Select DNS, Static Host Table. Enter a host name and one or more corresponding addresses, then click Apply.

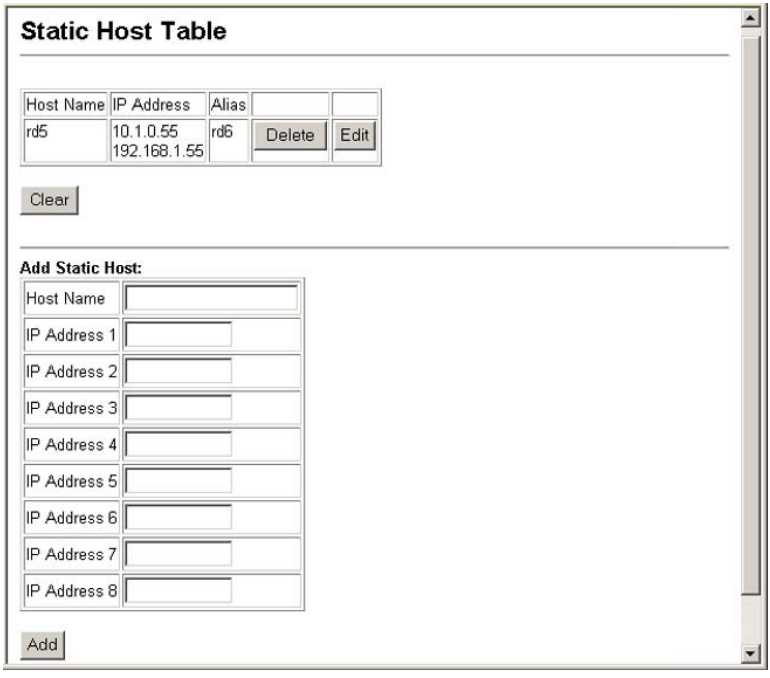


Figure 3-100 DNS Static Host Table

CLI - This example maps two address to a host name, and then configures an alias host name for the same addresses.

```
Console(config)#ip host rd5 192.168.1.55 10.1.0.55            4-285
Console(config)#ip host rd6 10.1.0.55
Console(config)#end
Console#show hosts                                            4-291

Hostname
 rd5
Inet address
 10.1.0.55 192.168.1.55
Alias
 1.rd6
Console#
```

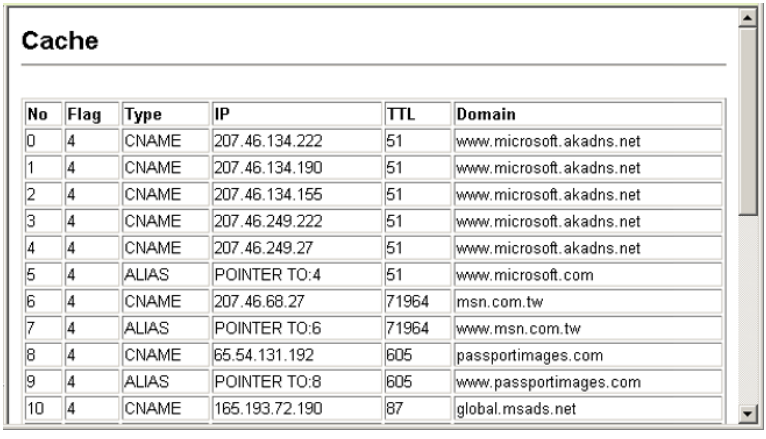
Displaying the DNS Cache

You can display entries in the DNS cache that have been learned via the designated name servers.

Field Attributes

- **No** – The entry number for each resource record.
- **Flag** – The flag is always "4" indicating a cache entry and therefore unreliable.
- **Type** – This field includes CNAME which specifies the canonical or primary name for the owner, and ALIAS which specifies multiple domain names which are mapped to the same IP address as an existing entry.
- **IP** – The IP address associated with this record.
- **TTL** – The time to live reported by the name server.
- **Domain** – The domain name associated with this record.

Web – Select DNS, Cache.



Cache

No	Flag	Type	IP	TTL	Domain
0	4	CNAME	207.46.134.222	51	www.microsoft.akadns.net
1	4	CNAME	207.46.134.190	51	www.microsoft.akadns.net
2	4	CNAME	207.46.134.155	51	www.microsoft.akadns.net
3	4	CNAME	207.46.249.222	51	www.microsoft.akadns.net
4	4	CNAME	207.46.249.27	51	www.microsoft.akadns.net
5	4	ALIAS	POINTER TO:4	51	www.microsoft.com
6	4	CNAME	207.46.68.27	71964	msn.com.tw
7	4	ALIAS	POINTER TO:6	71964	www.msn.com.tw
8	4	CNAME	65.54.131.192	605	passportimages.com
9	4	ALIAS	POINTER TO:8	605	www.passportimages.com
10	4	CNAME	165.193.72.190	87	global.msads.net

Figure 3-101 DNS Cache

CLI - This example displays all the resource records learned from the designated name servers.

```
Console#show dns cache                                                  4-292
NO       FLAG    TYPE    IP              TTL     DOMAIN
0         4      CNAME   207.46.134.222  51      www.microsoft.akadns.net
1         4      CNAME   207.46.134.190  51      www.microsoft.akadns.net
2         4      CNAME   207.46.134.155  51      www.microsoft.akadns.net
3         4      CNAME   207.46.249.222  51      www.microsoft.akadns.net
4         4      CNAME   207.46.249.27   51      www.microsoft.akadns.net
5         4      ALIAS   POINTER TO:4    51      www.microsoft.com
6         4      CNAME   207.46.68.27    71964   msn.com.tw
7         4      ALIAS   POINTER TO:6    71964   www.msn.com.tw
8         4      CNAME   65.54.131.192   605     passportimages.com
9         4      ALIAS   POINTER TO:8    605     www.passportimages.com
10        4      CNAME   165.193.72.190  87      global.msads.net
Console#
```

CHAPTER 4
COMMAND LINE INTERFACE

This chapter describes how to use the Command Line Interface (CLI).

Using the Command Line Interface

Accessing the CLI

When accessing the management interface for the switch over a direct connection to the server's console port, or via a Telnet connection, the switch can be managed by entering command keywords and parameters at the prompt. Using the switch's command-line interface (CLI) is very similar to entering commands on a UNIX system.

Console Connection

To access the switch through the console port, perform these steps:

1. At the console prompt, enter the user name and password. (The default user names are "admin" and "guest" with corresponding passwords of "admin" and "guest.") When the administrator user name and password is entered, the CLI displays the "Console#" prompt and enters privileged access mode (i.e., Privileged Exec). But when the guest user name and password is entered, the CLI displays the "Console>" prompt and enters normal access mode (i.e., Normal Exec).

2. Enter the necessary commands to complete your desired tasks.

3. When finished, exit the session with the "quit" or "exit" command.

After connecting to the system through the console port, the login screen displays:

```
User Access Verification

Username: admin
Password:

      CLI session with the 8*10GE L2 Switch is opened.
      To end the CLI session, enter [Exit].

Console#
```

Telnet Connection

Telnet operates over the IP transport protocol. In this environment, your management station and any network device you want to manage over the network must have a valid IP address. Valid IP addresses consist of four numbers, 0 to 255, separated by periods. Each address consists of a network portion and host portion. For example, the IP address assigned to this switch, 10.1.0.1, consists of a network portion (10.1.0) and a host portion (1).

Note: The IP address for this switch is obtained via DHCP by default.

To access the switch through a Telnet session, you must first set the IP address for the switch, and set the default gateway if you are managing the switch from a different IP subnet. For example,

```
Console(config)#interface vlan 1
Console(config-if)#ip address 10.1.0.254 255.255.255.0
Console(config-if)#exit
Console(config)#ip default-gateway 10.1.0.254
```

If your corporate network is connected to another network outside your office or to the Internet, you need to apply for a registered IP address. However, if you are attached to an isolated network, then you can use any IP address that matches the network segment to which you are attached.

After you configure the switch with an IP address, you can open a Telnet session by performing these steps:

1. From the remote host, enter the Telnet command and the IP address of the device you want to access.

2. At the prompt, enter the user name and system password. The CLI will display the "Vty-*n*#" prompt for the administrator to show that you are using privileged access mode (i.e., Privileged Exec), or "Vty-*n*>" for the guest to show that you are using normal access mode (i.e., Normal Exec), where *n* indicates the number of the current Telnet session.

3. Enter the necessary commands to complete your desired tasks.

4. When finished, exit the session with the "quit" or "exit" command.

After entering the Telnet command, the login screen displays:

```
Username: admin
Password:

      CLI session with the 8*10GE L2 Switch is opened.
      To end the CLI session, enter [Exit].

Vty-0#
```

Note: You can open up to four sessions to the device via Telnet.

Entering Commands

This section describes how to enter CLI commands.

Keywords and Arguments

A CLI command is a series of keywords and arguments. Keywords identify a command, and arguments specify configuration parameters. For example, in the command "show interfaces status ethernet 1/5," **show interfaces** and **status** are keywords, **ethernet** is an argument that specifies the interface type, and **1/5** specifies the unit/port.

You can enter commands as follows:

- To enter a simple command, enter the command keyword.
- To enter multiple commands, enter each command in the required order. For example, to enable Privileged Exec command mode, and display the startup configuration, enter:

```
Console>enable
Console#show startup-config
```

- To enter commands that require parameters, enter the required parameters after the command keyword. For example, to set a password for the administrator, enter:

```
Console(config)#username admin password 0 smith
```

Minimum Abbreviation

The CLI will accept a minimum number of characters that uniquely identify a command. For example, the command "configure" can be entered as **con**. If an entry is ambiguous, the system will prompt for further input.

Command Completion

If you terminate input with a Tab key, the CLI will print the remaining characters of a partial keyword up to the point of ambiguity. In the "logging history" example, typing **log** followed by a tab will result in printing the command up to "**logging**."

Getting Help on Commands

You can display a brief description of the help system by entering the **help** command. You can also display command syntax by using the "?" character to list keywords or parameters.

Showing Commands

If you enter a "?" at the command prompt, the system will display the first level of keywords for the current command class (Normal Exec or Privileged Exec) or configuration class (Global, ACL, DHCP, Interface, Line, Router, VLAN Database, or MSTP). You can also display a list of valid keywords for a specific command. For example, the command "**show ?**" displays a list of possible show commands:

```
Console#show ?
  access-group       Access groups
  access-list        Access lists
  bridge-ext         Bridge extension information
  calendar           Date and time information
  dns                DNS information
  dot1x              802.1x content
  garp               GARP properties
  gvrp               GVRP interface information
  history            History information
  hosts              Host information
  interfaces         Interface information
  ip                 IP information
  lacp               LACP statistics
  line               TTY line information
  log                Login records
  logging            Login setting
  mac                MAC access list
  mac-address-table  Configuration of the address table
  management         Show management information
  map                Maps priority
  marking            Configuration for packet marking
  port               Port characteristics
  protocol-vlan      Protocol-VLAN information
  public-key         Public key information
  pvlan              Private VLAN information
  queue              Priority queue information
  radius-server      RADIUS server information
  running-config     Information on the running configuration
  snmp               Simple Network Management Protocol statistics
  sntp               Simple Network Time Protocol configuration
  spanning-tree      Spanning-tree configuration
  ssh                Secure shell server connections
  startup-config     Startup system configuration
  system             System information
  tacacs-server      TACACS server settings
  users              Information about terminal lines
  version            System hardware and software versions
  vlan               Virtual LAN settings
Console#show
```

The command "**show interfaces ?**" will display the following information:

```
Console#show interfaces ?
  counters       Information of interfaces counters
  protocol-vlan  Protocol-vlan information
  status         Information of interfaces status
  switchport     Information of interfaces switchport
Console#
```

Partial Keyword Lookup

If you terminate a partial keyword with a question mark, alternatives that match the initial letters are provided. (Remember not to leave a space between the command and question mark.) For example "**s?**" shows all the keywords starting with "s."

```
Console#show s?
snmp            sntp            spanning-tree   ssh
startup-config                  system
Console#sh s
```

Negating the Effect of Commands

For many configuration commands you can enter the prefix keyword "**no**" to cancel the effect of a command or reset the configuration to the default value. For example, the **logging** command will log system messages to a host server. To disable logging, specify the **no logging** command. This guide describes the negation effect for all applicable commands.

Using Command History

The CLI maintains a history of commands that have been entered. You can scroll back through the history of commands by pressing the up arrow key. Any command displayed in the history list can be executed again, or first modified and then executed.

Using the **show history** command displays a longer list of recently executed commands.

Understanding Command Modes

The command set is divided into Exec and Configuration classes. Exec commands generally display information on system status or clear statistical counters. Configuration commands, on the other hand, modify interface parameters or enable certain switching functions. These classes are further divided into different modes. Available commands depend on the selected mode. You can always enter a question mark "**?**" at the prompt to display a list of the commands available for the current mode. The command classes and associated modes are displayed in the following table:

Table 4-1 General Command Modes

Class	Mode	
Exec	Normal Privileged	
Configuration	Global*	Access Control List Interface Line Multiple Spanning Tree VLAN Database

*. You must be in Privileged Exec mode to access the Global configuration mode.
You must be in Global Configuration mode to access any of the other configuration modes.

Exec Commands

When you open a new console session on the switch with the user name and password "guest," the system enters the Normal Exec command mode (or guest mode), displaying the "Console>" command prompt. Only a limited number of the commands are available in this mode. You can access all commands only from the Privileged Exec command mode (or administrator mode). To access Privilege Exec mode, open a new console session with the user name and password "admin." The system will now display the "Console#" command prompt. You can also enter Privileged Exec mode from within Normal Exec mode, by entering the **enable** command, followed by the privileged level password "super" (page 4-37).

To enter Privileged Exec mode, enter the following user names and passwords:

```
Username: admin
Password: [admin login password]

      CLI session with the 8*10GE L2 Switch is opened.
      To end the CLI session, enter [Exit].

Console#
```

```
Username: guest
Password: [guest login password]

      CLI session with the 8*10GE L2 Switch is opened.
      To end the CLI session, enter [Exit].

Console>enable
Password: [privileged level password]
Console#
```

Configuration Commands

Configuration commands are privileged level commands used to modify switch settings. These commands modify the running configuration only and are not saved when the switch is rebooted. To store the running configuration in non-volatile storage, use the **copy running-config startup-config** command.

The configuration commands are organized into different modes:

- Global Configuration - These commands modify the system level configuration, and include commands such as **hostname** and **snmp-server community**.
- Access Control List Configuration - These commands are used for packet filtering.
- Interface Configuration - These commands modify the port configuration such as **speed-duplex** and **negotiation**.

- Line Configuration - These commands modify the console port and Telnet configuration, and include command such as **parity** and **databits**.
- VLAN Configuration - Includes the command to create VLAN groups.
- Multiple Spanning Tree Configuration - These commands configure settings for the selected multiple spanning tree instance.

To enter the Global Configuration mode, enter the command **configure** in Privileged Exec mode. The system prompt will change to "Console(config)#" which gives you access privilege to all Global Configuration commands.

```
Console#configure
Console(config)#
```

To enter the other modes, at the configuration prompt type one of the following commands. Use the **exit** or **end** command to return to the Privileged Exec mode.

Table 4-2 Configuration Command Modes

Mode	Command	Prompt	Page
Line	line {console | vty}	Console(config-line)#	4-14
Access Control List	access-list ip standard access-list ip extended access-list ip mask-precedence access-list mac access-list mac mask-precedence	Console(config-std-acl) Console(config-ext-acl) Console(config-ip-mask-acl) Console(config-mac-acl) Console(config-mac-mask-acl)	4-117
Interface	interface {ethernet *port* | port-channel *id*| vlan *id*}	Console(config-if)#	4-169
VLAN	vlan database	Console(config-vlan)	4-229
MSTP	spanning-tree mst-configuration	Console(config-mstp)#	4-212

For example, you can use the following commands to enter interface configuration mode, and then return to Privileged Exec mode

```
Console(config)#interface ethernet 1/5
:
Console(config-if)#exit
Console(config)#
```

Command Line Processing

Commands are not case sensitive. You can abbreviate commands and parameters as long as they contain enough letters to differentiate them from any other currently available commands or parameters. You can use the Tab key to complete partial commands, or enter a partial command followed by the "?" character to display a list of possible matches. You can also use the following editing keystrokes for command-line processing:

Table 4-3 Keystroke Commands

Keystroke	Function
Ctrl-A	Shifts cursor to start of command line.
Ctrl-B	Shifts cursor to the left one character.
Ctrl-C	Terminates the current task and displays the command prompt.
Ctrl-E	Shifts cursor to end of command line.
Ctrl-F	Shifts cursor to the right one character.
Ctrl-K	Deletes all characters from the cursor to the end of the line.
Ctrl-L	Repeats current command line on a new line.
Ctrl-N	Enters the next command line in the history buffer.
Ctrl-P	Enters the last command.
Ctrl-R	Repeats current command line on a new line.
Ctrl-U	Deletes from the cursor to the beginning of the line.
Ctrl-W	Deletes the last word typed.
Esc-B	Moves the cursor back one word.

Table 4-3 Keystroke Commands (Continued)

Keystroke	Function
Esc-D	Deletes from the cursor to the end of the word.
Esc-F	Moves the cursor forward one word.
Delete key or backspace key	Erases a mistake when entering a command.

Command Groups

The system commands can be broken down into the functional groups shown below.

Table 4-4 Command Group Index

Command Group	Description	Page
Line	Sets communication parameters for the serial port and Telnet, including baud rate and console time-out	4-14
General	Basic commands for entering privileged access mode, restarting the system, or quitting the CLI	4-26
System Management	Controls system logs, system passwords, user name, browser management options, and a variety of other system information	4-33
Flash/File	Manages code image or switch configuration files	4-86
Authentication	Configures logon access using local or remote authentication; also configures port security and IEEE 802.1X port access control	4-94
Access Control List	Provides filtering for IP frames (based on address, protocol, TCP/UDP port number or TCP control code) or non-IP frames (based on MAC address or Ethernet type)	4-117
SNMP	Activates authentication failure traps; configures community access strings, and trap managers	4-150
Interface	Configures the connection parameters for all Ethernet ports, aggregated links, and VLANs	4-169

Table 4-4 Command Group Index (Continued)

Command Group	Description	Page
Mirror Port	Mirrors data to another port for analysis without affecting the data passing through or the performance of the monitored port	4-182
Rate Limiting	Controls the maximum rate for traffic transmitted or received on a port	4-184
Link Aggregation	Statically groups multiple ports into a single logical trunk; configures Link Aggregation Control Protocol for port trunks	4-185
Address Table	Configures the address table for filtering specified addresses, displays current entries, clears the table, or sets the aging time	4-198
Spanning Tree	Configures Spanning Tree settings for the switch	4-204
VLANs	Configures VLAN settings, and defines port membership for VLAN groups; also enables or configures private VLANs and protocol VLANs	4-229
GVRP and Bridge Extension	Configures GVRP settings that permit automatic VLAN learning; shows the configuration for the bridge extension MIB	4-247
Priority	Sets port priority for untagged frames, selects strict priority or weighted round robin, relative weight for each priority queue, also sets priority for TCP/UDP traffic types, IP precedence, and DSCP	4-252
Multicast Filtering	Configures IGMP multicast filtering, query parameters, and specifies ports attached to a multicast router	4-267
IP Interface	Configures the IP address and gateway for management access	4-278
DNS	Configures DNS services.	4-284

The access mode shown in the following tables is indicated by these abbreviations:

PE (Privileged Exec)
NE (Normal Exec)
GC (Global Configuration)
IC (Interface Configuration)
VC (VLAN Database Configuration)
MST (Multiple Spanning Tree)
LC (Line Configuration)
ACL (Access Control List Configuration)

Line Commands

You can access the onboard configuration program by attaching a VT100 compatible device to the server's serial port. These commands are used to set communication parameters for the serial port or Telnet (i.e., a virtual terminal).

Table 4-5 Line Commands

Command	Function	Mode	Page
line	Identifies a specific line for configuration and starts the line configuration mode	GC	4-15
login	Enables password checking at login	LC	4-16
password	Specifies a password on a line	LC	4-17
timeout login response	Sets the interval that the system waits for a login attempt	LC	4-18
exec-timeout	Sets the interval that the command interpreter waits until user input is detected	LC	4-19
password-thresh	Sets the password intrusion threshold, which limits the number of failed logon attempts	LC	4-20
silent-time*	Sets the amount of time the management console is inaccessible after the number of unsuccessful logon attempts exceeds the threshold set by the **password-thresh** command	LC	4-21
databits*	Sets the number of data bits per character that are interpreted and generated by hardware	LC	4-22

Table 4-5 Line Commands (Continued)

Command	Function	Mode	Page
parity*	Defines the generation of a parity bit	LC	4-23
speed*	Sets the terminal baud rate	LC	4-23
stopbits*	Sets the number of the stop bits transmitted per byte	LC	4-24
disconnect	Terminates a line connection	PE	4-25
show line	Displays a terminal line's parameters	NE, PE	4-25

*. These commands only apply to the serial port.

line

This command identifies a specific line for configuration, and to process subsequent line configuration commands.

Syntax

line {**console** | **vty**}

- **console** - Console terminal line.
- **vty** - Virtual terminal for remote console access (i.e., Telnet).

Default Setting

There is no default line.

Command Mode

Global Configuration

Command Usage

Telnet is considered a virtual terminal connection and will be shown as "VTY" in screen displays such as **show users**. However, the serial communication parameters (e.g., databits) do not affect Telnet connections.

Example

To enter console line mode, enter the following command:

```
Console(config)#line console
Console(config-line)#
```

Related Commands

show line (4-25)
show users (4-84)

login

This command enables password checking at login. Use the **no** form to disable password checking and allow connections without a password.

Syntax

login [**local**]
no login

local - Selects local password checking. Authentication is based on the user name specified with the **username** command.

Default Setting

login local

Command Mode

Line Configuration

Command Usage

- There are three authentication modes provided by the switch itself at login:
  - **login** selects authentication by a single global password as specified by the **password** line configuration command. When using this method, the management interface starts in Normal Exec (NE) mode.
  - **login local** selects authentication via the user name and password specified by the **username** command (i.e., default setting). When using this method, the management interface starts in Normal Exec (NE) or Privileged Exec (PE) mode, depending on the user's privilege level (0 or 15 respectively).

- **no login** selects no authentication. When using this method, the management interface starts in Normal Exec (NE) mode.

- This command controls login authentication via the switch itself. To configure user names and passwords for remote authentication servers, you must use the RADIUS or TACACS software installed on those servers.

Example

```
Console(config-line)#login local
Console(config-line)#
```

Related Commands

username (4-36)
password (4-17)

password

This command specifies the password for a line. Use the **no** form to remove the password.

Syntax

password {**0** | **7**} *password*
no password

- {**0** | **7**} - 0 means plain password, 7 means encrypted password
- *password* - Character string that specifies the line password. (Maximum length: 8 characters plain text, 32 encrypted, case sensitive)

Default Setting

No password is specified.

Command Mode

Line Configuration

Command Usage

- When a connection is started on a line with password protection, the system prompts for the password. If you enter the correct password, the system shows a prompt. You can use the **password-thresh** command to set the number of times a user can enter an incorrect

password before the system terminates the line connection and returns the terminal to the idle state.

- The encrypted password is required for compatibility with legacy password settings (i.e., plain text or encrypted) when reading the configuration file during system bootup or when downloading the configuration file from a TFTP server. There is no need for you to manually configure encrypted passwords.

Example

```
Console(config-line)#password 0 secret
Console(config-line)#
```

Related Commands

login (4-16)
password-thresh (4-20)

timeout login response

This command sets the interval that the system waits for a user to log into the CLI. Use the **no** form to restore the default setting.

Syntax

timeout login response [*seconds*]
no timeout login response

seconds - Integer that specifies the timeout interval. (Range: 0 - 300 seconds; 0: disabled)

Default Setting

- CLI: Disabled (0 seconds)
- Telnet: 600 seconds

Command Mode

Line Configuration

Command Usage

- If a login attempt is not detected within the timeout interval, the connection is terminated for the session.
- This command applies to both the local console and Telnet connections.

- The timeout for Telnet cannot be disabled.
- Using the command without specifying a timeout restores the default setting.

Example

To set the timeout to two minutes, enter this command:

```
Console(config-line)#timeout login response 120
Console(config-line)#
```

exec-timeout

This command sets the interval that the system waits until user input is detected. Use the **no** form to restore the default.

Syntax

exec-timeout [*seconds*]
no exec-timeout

seconds - Integer that specifies the timeout interval.
(Range: 0 - 65535 seconds; 0: no timeout)

Default Setting

CLI: No timeout

Telnet: 10 minutes

Command Mode

Line Configuration

Command Usage

- If user input is detected within the timeout interval, the session is kept open; otherwise the session is terminated.
- This command applies to both the local console and Telnet connections.
- The timeout for Telnet cannot be disabled.
- Using the command without specifying a timeout restores the default setting.

Example

To set the timeout to two minutes, enter this command:

```
Console(config-line)#exec-timeout 120
Console(config-line)#
```

password-thresh

This command sets the password intrusion threshold which limits the number of failed logon attempts. Use the **no** form to remove the threshold value.

Syntax

password-thresh [*threshold*]
no password-thresh

threshold - The number of allowed password attempts. (Range: 1-120; 0: no threshold)

Default Setting

The default value is three attempts.

Command Mode

Line Configuration

Command Usage

- When the logon attempt threshold is reached, the system interface becomes silent for a specified amount of time before allowing the next logon attempt. (Use the **silent-time** command to set this interval.) When this threshold is reached for Telnet, the Telnet logon interface shuts down.
- This command applies to both the local console and Telnet connections.

Example

To set the password threshold to five attempts, enter this command:

```
Console(config-line)#password-thresh 5
Console(config-line)#
```

Related Commands

silent-time (4-21)

silent-time

This command sets the amount of time the management console is inaccessible after the number of unsuccessful logon attempts exceeds the threshold set by the **password-thresh** command. Use the **no** form to remove the silent time value.

Syntax

silent-time [*seconds*]
no silent-time

seconds - The number of seconds to disable console response. (Range: 0-65535; 0: no silent-time)

Default Setting

The default value is no silent-time.

Command Mode

Line Configuration

Example

To set the silent time to 60 seconds, enter this command:

```
Console(config-line)#silent-time 60
Console(config-line)#
```

Related Commands

password-thresh (4-20)

databits

This command sets the number of data bits per character that are interpreted and generated by the console port. Use the **no** form to restore the default value.

Syntax

databits {**7** | **8**}
no databits

- 7 - Seven data bits per character.
- 8 - Eight data bits per character.

Default Setting

8 data bits per character

Command Mode

Line Configuration

Command Usage

The **databits** command can be used to mask the high bit on input from devices that generate 7 data bits with parity. If parity is being generated, specify 7 data bits per character. If no parity is required, specify 8 data bits per character.

Example

To specify 7 data bits, enter this command:

```
Console(config-line)#databits 7
Console(config-line)#
```

Related Commands

parity (4-23)

parity

This command defines the generation of a parity bit. Use the **no** form to restore the default setting.

Syntax

parity {**none** | **even** | **odd**}
no parity

- **none** - No parity
- **even** - Even parity
- **odd** - Odd parity

Default Setting

No parity

Command Mode

Line Configuration

Command Usage

Communication protocols provided by devices such as terminals and modems often require a specific parity bit setting.

Example

To specify no parity, enter this command:

```
Console(config-line)#parity none
Console(config-line)#
```

speed

This command sets the terminal line's baud rate. This command sets both the transmit (to terminal) and receive (from terminal) speeds. Use the **no** form to restore the default setting.

Syntax

speed *bps*
no speed

bps - Baud rate in bits per second.
(Options: 9600, 19200, 38400, 57600, 115200 bps, or auto)

Default Setting

auto

Command Mode

Line Configuration

Command Usage

Set the speed to match the baud rate of the device connected to the serial port. Some baud rates available on devices connected to the port might not be supported. The system indicates if the speed you selected is not supported. If you select the "auto" option, the switch will automatically detect the baud rate configured on the attached terminal, and adjust the speed accordingly.

Example

To specify 57600 bps, enter this command:

```
Console(config-line)#speed 57600
Console(config-line)#
```

stopbits

This command sets the number of the stop bits transmitted per byte. Use the **no** form to restore the default setting.

Syntax

stopbits {**1** | **2**}

- 1 - One stop bit
- 2 - Two stop bits

Default Setting

1 stop bit

Command Mode

Line Configuration

Example

To specify 2 stop bits, enter this command:

```
Console(config-line)#stopbits 2
Console(config-line)#
```

disconnect

This command terminates an SSH, Telnet, or console connection.

Syntax

disconnect *session-id*

session-id – The session identifier for an SSH, Telnet or console connection. (Range: 0-4)

Command Mode

Privileged Exec

Command Usage

Specifying session identifier "0" will disconnect the console connection. Specifying any other identifiers for an active session will disconnect an SSH or Telnet connection.

Example

```
Console#disconnect 1
Console#
```

Related Commands

show ssh (4-56)
show users (4-84)

show line

This command displays the terminal line's parameters.

Syntax

show line [**console** | **vty**]

- **console** - Console terminal line.
- **vty** - Virtual terminal for remote console access (i.e., Telnet).

Default Setting

Shows all lines

Command Mode

Normal Exec, Privileged Exec

Example

To show all lines, enter this command:

```
Console#show line
 Console configuration:
  Password threshold:  3 times
  Interactive timeout: Disabled
  Login timeout: Disabled
  Silent time:         Disabled
  Baudrate:            auto
  Databits:            8
  Parity:              none
  Stopbits:            1

 VTY configuration:
  Password threshold:  3 times
  Interactive timeout: 600 sec
  Login timeout: 300 sec
Console#
```

General Commands

Table 4-6 General Commands

Command	Function	Mode	Page
enable	Activates privileged mode	NE	4-27
disable	Returns to normal mode from privileged mode	PE	4-28
configure	Activates global configuration mode	PE	4-29
show history	Shows the command history buffer	NE, PE	4-29
reload	Restarts the system	PE	4-30

Table 4-6 General Commands

Command	Function	Mode	Page
end	Returns to Privileged Exec mode	any config. mode	4-31
exit	Returns to the previous configuration mode, or exits the CLI	any	4-31
quit	Exits a CLI session	NE, PE	4-32
help	Shows how to use help	any	NA
?	Shows options for command completion (context sensitive)	any	NA

enable

This command activates Privileged Exec mode. In privileged mode, additional commands are available, and certain commands display additional information. See "Understanding Command Modes" on page 4-8.

Syntax

enable [*level*]

level - Privilege level to log into the device.

The device has two predefined privilege levels: 0: Normal Exec, 15: Privileged Exec. Enter level 15 to access Privileged Exec mode.

Default Setting

Level 15

Command Mode

Normal Exec

Command Usage

- "super" is the default password required to change the command mode from Normal Exec to Privileged Exec. (To set this password, see the **enable password** command on page 4-37.)
- The "#" character is appended to the end of the prompt to indicate that the system is in privileged access mode.

Example

```
Console>enable
Password: [privileged level password]
Console#
```

Related Commands

disable (4-28)
enable password (4-37)

disable

This command returns to Normal Exec mode from privileged mode. In normal access mode, you can only display basic information on the switch's configuration or Ethernet statistics. To gain access to all commands, you must use the privileged mode. See "Understanding Command Modes" on page 4-8.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

The ">" character is appended to the end of the prompt to indicate that the system is in normal access mode.

Example

```
Console#disable
Console>
```

Related Commands

enable (4-27)

configure

This command activates Global Configuration mode. You must enter this mode to modify any settings on the switch. You must also enter Global Configuration mode prior to enabling some of the other configuration modes, including Interface Configuration, Line Configuration, VLAN Database Configuration, and Multiple Spanning Tree Configuration. See "Understanding Command Modes" on page 4-8.

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#configure
Console(config)#
```

Related Commands

end (4-31)

show history

This command shows the contents of the command history buffer.

Default Setting

None

Command Mode

Normal Exec, Privileged Exec

Command Usage

The history buffer size is fixed at 10 Execution commands and 10 Configuration commands.

Example

In this example, the show history command lists the contents of the command history buffer:

```
Console#show history
Execution command history:
 2 config
 1 show history

Configuration command history:
 4 interface vlan 1
 3 exit
 2 interface vlan 1
 1 end

Console#
```

The **!** command repeats commands from the Execution command history buffer when you are in Normal Exec or Privileged Exec Mode, and commands from the Configuration command history buffer when you are in any of the configuration modes. In this example, the **!2** command repeats the second command in the Execution history buffer (**config**).

```
Console#!2
Console#config
Console(config)#
```

reload

This command restarts the system.

Note: When the system is restarted, it will always run the Power-On Self-Test. It will also retain all configuration information stored in non-volatile memory by the **copy running-config startup-config** command.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

This command resets the entire system.

Example

This example shows how to reset the switch:

```
Console#reload
System will be restarted, continue <y/n>? y
```

end

This command returns to Privileged Exec mode.

Default Setting

None

Command Mode

Global Configuration, Interface Configuration, Line Configuration, VLAN Database Configuration, and Multiple Spanning Tree Configuration.

Example

This example shows how to return to the Privileged Exec mode from the Interface Configuration mode:

```
Console(config-if)#end
Console#
```

exit

This command returns to the previous configuration mode or exits the configuration program.

Default Setting

None

Command Mode

Any

Example

This example shows how to return to the Privileged Exec mode from the Global Configuration mode, and then quit the CLI session:

```
Console(config)#exit
Console#exit

Press ENTER to start session
User Access Verification

Username:
```

quit

This command exits the configuration program.

Default Setting

None

Command Mode

Normal Exec, Privileged Exec

Command Usage

The **quit** and **exit** commands can both exit the configuration program.

Example

This example shows how to quit a CLI session:

```
Console#quit

Press ENTER to start session

User Access Verification

Username:
```

System Management Commands

These commands are used to control system logs, passwords, user names, browser configuration options, and display or configure a variety of other system information.

Table 4-7 System Management Commands

Command Group	Function	Page
Device Designation	Configures information that uniquely identifies this switch	4-33
User Access	Configures the basic user names and passwords for management access	4-35
IP Filter	Configures IP addresses that are allowed management access	4-38
Web Server	Enables management access via a web browser	4-41
Telnet Server	Enables management access via Telnet	4-45
Secure Shell	Provides secure replacement for Telnet	4-46
Event Logging	Controls logging of error messages	4-59
SMTP Alerts	Configures SMTP email alerts	4-67
Time (System Clock)	Sets the system clock automatically via NTP/SNTP server or manually	4-72
System Status	Displays system configuration, active managers, and version information	4-78
Frame Size	Enables support for jumbo frames	4-85

Device Designation Commands

Table 4-8 Device Designation Commands

Command	Function	Mode	Page
prompt	Customizes the prompt used in PE and NE mode	GC	4-34
hostname	Specifies the host name for the switch	GC	4-34

Table 4-8 Device Designation Commands (Continued)

Command	Function	Mode	Page
snmp-server contact	Sets the system contact string	GC	4-153
snmp-server location	Sets the system location string	GC	4-154

prompt

This command customizes the CLI prompt. Use the **no** form to restore the default prompt.

Syntax

prompt *string*
no prompt

string - Any alphanumeric string to use for the CLI prompt. (Maximum length: 255 characters)

Default Setting

Console

Command Mode

Global Configuration

Example

```
Console(config)#prompt RD2
RD2(config)#
```

hostname

This command specifies or modifies the host name for this device. Use the **no** form to restore the default host name.

Syntax

hostname *name*
no hostname

name - The name of this host. (Maximum length: 255 characters)

Default Setting

None

Command Mode

Global Configuration

Example

```
Console(config)#hostname RD#1
Console(config)#
```

User Access Commands

The basic commands required for management access are listed in this section. This switch also includes other options for password checking via the console or a Telnet connection (page 4-14), user authentication via a remote authentication server (page 4-94), and host access authentication for specific ports (page 4-107).

Table 4-9 User Access Commands

Command	Function	Mode	Page
username	Establishes a user name-based authentication system at login	GC	4-36
enable password	Sets a password to control access to the Privileged Exec level	GC	4-37

username

This command adds named users, requires authentication at login, specifies or changes a user's password (or specify that no password is required), or specifies or changes a user's access level. Use the **no** form to remove a user name.

Syntax

username *name* {**access-level** *level* | **nopassword** | **password** {**0** | **7**} *password*}
no username *name*

- *name* - The name of the user. (Maximum length: 8 characters, case sensitive. Maximum users: 16)
- **access-level** *level* - Specifies the user level. The device has two predefined privilege levels: **0**: Normal Exec, **15**: Privileged Exec.
- **nopassword** - No password is required for this user to log in.
- {**0** | **7**} - 0 means plain password, 7 means encrypted password.
- **password** *password* - The authentication password for the user. (Maximum length: 8 characters plain text, 32 encrypted, case sensitive)

Default Setting

- The default access level is Normal Exec.
- The factory defaults for the user names and passwords are:

Table 4-10 Default Login Settings

username	access-level	password
guest admin	0 15	guest admin

Command Mode

Global Configuration

Command Usage

The encrypted password is required for compatibility with legacy password settings (i.e., plain text or encrypted) when reading the configuration file during system bootup or when downloading the configuration file from a TFTP server. There is no need for you to manually configure encrypted passwords.

Example

This example shows how the set the access level and password for a user.

```
Console(config)#username bob access-level 15
Console(config)#username bob password 0 smith
Console(config)#
```

enable password

After initially logging onto the system, you should set the Privileged Exec password. Remember to record it in a safe place. This command controls access to the Privileged Exec level from the Normal Exec level. Use the **no** form to reset the default password.

Syntax

enable password [**level** *level*] {**0** | **7**} *password*
no enable password [**level** *level*]

- **level** *level* - Level 15 for Privileged Exec. (Levels 0-14 are not used.)
- {**0** | **7**} - 0 means plain password, 7 means encrypted password.
- *password* - password for this privilege level.

(Maximum length: 8 characters plain text, 32 encrypted, case sensitive)

Default Setting

- The default is level 15.
- The default password is "super"

Command Mode

Global Configuration

Command Usage

- You cannot set a null password. You will have to enter a password to change the command mode from Normal Exec to Privileged Exec with the **enable** command (page 4-27).
- The encrypted password is required for compatibility with legacy password settings (i.e., plain text or encrypted) when reading the configuration file during system bootup or when downloading the configuration file from a TFTP server. There is no need for you to manually configure encrypted passwords.

Example

```
Console(config)#enable password level 15 0 admin
Console(config)#
```

Related Commands

enable (4-27)
authentication enable (4-96)

IP Filter Commands

Table 4-11 IP Filter Commands

Command	Function	Mode	Page
management	Configures IP addresses that are allowed management access	GC	4-39
show management	Displays the switch to be monitored or configured from a browser	PE	4-40

management

This command specifies the client IP addresses that are allowed management access to the switch through various protocols. Use the **no** form to restore the default setting.

Syntax

[**no**] **management** {**all-client** | **http-client** | **snmp-client** | **telnet-client**} *start-address* [*end-address*]

- **all-client** - Adds IP address(es) to the SNMP, web and Telnet groups.
- **http-client** - Adds IP address(es) to the web group.
- **snmp-client** - Adds IP address(es) to the SNMP group.
- **telnet-client** - Adds IP address(es) to the Telnet group.
- *start-address* - A single IP address, or the starting address of a range.
- *end-address* - The end address of a range.

Default Setting

All addresses

Command Mode

Global Configuration

Command Usage

- If anyone tries to access a management interface on the switch from an invalid address, the switch will reject the connection, enter an event message in the system log, and send a trap message to the trap manager.
- IP address can be configured for SNMP, web and Telnet access respectively. Each of these groups can include up to five different sets of addresses, either individual addresses or address ranges.
- When entering addresses for the same group (i.e., SNMP, web or Telnet), the switch will not accept overlapping address ranges. When entering addresses for different groups, the switch will accept overlapping address ranges.
- You cannot delete an individual address from a specified range. You must delete the entire range, and reenter the addresses.

- You can delete an address range just by specifying the start address, or by specifying both the start address and end address.

Example

This example restricts management access to the indicated addresses.

```
Console(config)#management all-client 192.168.1.19
Console(config)#management all-client 192.168.1.25 192.168.1.30
Console(config)#
```

show management

This command displays the client IP addresses that are allowed management access to the switch through various protocols.

Syntax

show management {**all-client** | **http-client** | **snmp-client** | **telnet-client**}

- **all-client** - Adds IP address(es) to the SNMP, web and Telnet groups.
- **http-client** - Adds IP address(es) to the web group.
- **snmp-client** - Adds IP address(es) to the SNMP group.
- **telnet-client** - Adds IP address(es) to the Telnet group.

Command Mode

Privileged Exec

Example

```
Console#show management all-client
Management Ip Filter
 HTTP-Client:
   Start IP address      End IP address
-----------------------------------------------
1. 192.168.1.19          192.168.1.19
2. 192.168.1.25          192.168.1.30

 SNMP-Client:
   Start IP address      End IP address
-----------------------------------------------
1. 192.168.1.19          192.168.1.19
2. 192.168.1.25          192.168.1.30

 TELNET-Client:
   Start IP address      End IP address
-----------------------------------------------
1. 192.168.1.19          192.168.1.19
2. 192.168.1.25          192.168.1.30

Console#
```

Web Server Commands

Table 4-12 Web Server Commands

Command	Function	Mode	Page
ip http port	Specifies the port to be used by the web browser interface	GC	4-42
ip http server	Allows the switch to be monitored or configured from a browser	GC	4-42
ip http secure-server	Enables HTTPS (HTTP/SSL) for encrypted communications	GC	4-43
ip http secure-port	Specifies the UDP port number for HTTPS	GC	4-44

ip http port

This command specifies the TCP port number used by the web browser interface. Use the **no** form to use the default port.

Syntax

ip http port *port-number*
no ip http port

port-number - The TCP port to be used by the browser interface. (Range: 1-65535)

Default Setting

80

Command Mode

Global Configuration

Example

```
Console(config)#ip http port 769
Console(config)#
```

Related Commands

ip http server (4-42)

ip http server

This command allows this device to be monitored or configured from a browser. Use the **no** form to disable this function.

Syntax

[**no**] **ip http server**

Default Setting

Enabled

Command Mode

Global Configuration

Example

```
Console(config)#ip http server
Console(config)#
```

Related Commands

ip http port (4-42)

ip http secure-server

This command enables the secure hypertext transfer protocol (HTTPS) over the Secure Socket Layer (SSL), providing secure access (i.e., an encrypted connection) to the switch's web interface. Use the **no** form to disable this function.

Syntax

[**no**] **ip http secure-server**

Default Setting

Enabled

Command Mode

Global Configuration

Command Usage

- Both HTTP and HTTPS service can be enabled independently on the switch. However, you cannot configure the HTTP and HTTPS servers to use the same UDP port.
- If you enable HTTPS, you must indicate this in the URL that you specify in your browser: **https**://*device*[:*port_number*]
- When you start HTTPS, the connection is established in this way:
  - The client authenticates the server using the server's digital certificate.
  - The client and server negotiate a set of security protocols to use for the connection.
  - The client and server generate session keys for encrypting and decrypting data.

- The client and server establish a secure encrypted connection.

  A padlock icon should appear in the status bar for Internet Explorer 5.x and Netscape Navigator 6.2 or later versions.
- The following web browsers and operating systems currently support HTTPS:

Table 4-13 HTTPS System Support

Web Browser	Operating System
Internet Explorer 5.0 or later	Windows 98,Windows NT (with service pack 6a), Windows 2000, Windows XP
Netscape Navigator 6.2 or later	Windows 98,Windows NT (with service pack 6a), Windows 2000, Windows XP, Solaris 2.6

- To specify a secure-site certificate, see "Replacing the Default Secure-site Certificate" on page 3-83. Also refer to the **copy** command on page 4-87.

Example

```
Console(config)#ip http secure-server
Console(config)#
```

Related Commands

ip http secure-port (4-44)
copy tftp https-certificate (4-87)

ip http secure-port

This command specifies the UDP port number used for HTTPS connection to the switch's web interface. Use the **no** form to restore the default port.

Syntax

ip http secure-port *port_number*
no ip http secure-port

port_number – The UDP port used for HTTPS. (Range: 1-65535)

Default Setting

443

Command Mode

Global Configuration

Command Usage

- You cannot configure the HTTP and HTTPS servers to use the same port.
- If you change the HTTPS port number, clients attempting to connect to the HTTPS server must specify the port number in the URL, in this format:
  https://*device***:***port_number*

Example

```
Console(config)#ip http secure-port 1000
Console(config)#
```

Related Commands

ip http secure-server (4-43)

Telnet Server Commands

Table 4-14 Telnet Server Commands

Command	Function	Mode	Page
ip telnet server	Allows the switch to be monitored or configured from Telnet; also specifies the port to be used by the Telnet interface	GC	4-42

ip telnet server

This command allows this device to be monitored or configured from Telnet. It also specifies the TCP port number used by the Telnet interface. Use the **no** form without the "port" keyword to disable this function. Use the **no** from with the "port" keyword to use the default port.

Syntax

ip telnet server [**port** *port-number*]
no telnet server [**port**]

- **port** - The TCP port number used by the Telnet interface.
- *port-number* - The TCP port to be used by the browser interface. (Range: 1-65535)

Default Setting

- Server: Enabled
- Server Port: 23

Command Mode

Global Configuration

Example

```
Console(config)#ip telnet server
Console(config)#ip telnet port 123
Console(config)#
```

Secure Shell Commands

The Berkley-standard includes remote access tools originally designed for Unix systems. Some of these tools have also been implemented for Microsoft Windows and other environments. These tools, including commands such as *rlogin* (remote login), *rsh* (remote shell), and *rcp* (remote copy), are not secure from hostile attacks.

The Secure Shell (SSH) includes server/client applications intended as a secure replacement for the older Berkley remote access tools. SSH can also provide remote management access to this switch as a secure replacement for Telnet. When a client contacts the switch via the SSH protocol, the switch uses a public-key that the client must match along with a local user

name and password for access authentication. SSH also encrypts all data transfers passing between the switch and SSH-enabled management station clients, and ensures that data traveling over the network arrives unaltered.

This section describes the commands used to configure the SSH server. However, note that you also need to install a SSH client on the management station when using this protocol to configure the switch.

Note: The switch supports both SSH Version 1.5 and 2.0 clients.

Table 4-15 Secure Shell Commands

Command	Function	Mode	Page
ip ssh server	Enables the SSH server on the switch	GC	4-50
ip ssh timeout	Specifies the authentication timeout for the SSH server	GC	4-51
ip ssh authentication-retries	Specifies the number of retries allowed by a client	GC	4-52
ip ssh server-key size	Sets the SSH server key size	GC	4-52
copy tftp public-key	Copies the user's public key from a TFTP server to the switch	PE	4-87
delete public-key	Deletes the public key for the specified user	PE	4-53
ip ssh crypto host-key generate	Generates the host key	PE	4-53
ip ssh crypto zeroize	Clear the host key from RAM	PE	4-54
ip ssh save host-key	Saves the host key from RAM to flash memory	PE	4-55
disconnect	Terminates a line connection	PE	4-25
show ip ssh	Displays the status of the SSH server and the configured values for authentication timeout and retries	PE	4-56

Table 4-15 Secure Shell Commands (Continued)

Command	Function	Mode	Page
show ssh	Displays the status of current SSH sessions	PE	4-56
show public-key	Shows the public key for the specified user or for the host	PE	4-57
show users	Shows SSH users, including privilege level and public key type	PE	4-84

The SSH server on this switch supports both password and public key authentication. If password authentication is specified by the SSH client, then the password can be authenticated either locally or via a RADIUS or TACACS+ remote authentication server, as specified by the **authentication login** command on page 4-95. If public key authentication is specified by the client, then you must configure authentication keys on both the client and the switch as described in the following section. Note that regardless of whether you use public key or password authentication, you still have to generate authentication keys on the switch and enable the SSH server.

To use the SSH server, complete these steps:

1. Generate a Host Key Pair – Use the **ip ssh crypto host-key generate** command to create a host public/private key pair.

2. Provide Host Public Key to Clients – Many SSH client programs automatically import the host public key during the initial connection setup with the switch. Otherwise, you need to manually create a known hosts file on the management station and place the host public key in it. An entry for a public key in the known hosts file would appear similar to the following example:

   10.1.0.54 1024 35 15684995401867669259333946775054617325313674890836547254
   15020245593199868544358361651999923329781766065830956 10825913212890233
   76546801726272571413428762941301196195566782 59566410486957427888146206
   519417467729848654686157177393901647793559423035774130980227370877945452408397175264635805817671671709574804776117

3. Import Client's Public Key to the Switch – Use the **copy tftp public-key** command to copy a file containing the public key for all the SSH client's granted management access to the switch. (Note that these clients must be configured locally on the switch with the **username** command as described on page 4-36.) The clients are subsequently authenticated using these keys. The current firmware only accepts public key files based on standard UNIX format as shown in the following example for an RSA Version 1 key:

   1024 35 134108168560989392104094492015542534763164192187295892114317388005553616163105177594083868631109291232226828519254374603100937187721199696317813662774141689851320491172048303392543241016379975923714490119380060902539484084827178194372288402533115952134861022902978982721353267131629432532818915045306393916643 steve@192.168.1.19

4. Set the Optional Parameters – Set other optional parameters, including the authentication timeout, the number of retries, and the server key size.

5. Enable SSH Service – Use the **ip ssh server** command to enable the SSH server on the switch.

6. Configure Challenge-Response Authentication – When an SSH client attempts to contact the switch, the SSH server uses the host key pair to negotiate a session key and encryption method. Only clients that have a private key corresponding to the public keys stored on the switch can gain access. The following exchanges take place during this process:

   a. The client sends its public key to the switch.
   b. The switch compares the client's public key to those stored in memory.
   c. If a match is found, the switch uses the public key to encrypt a random sequence of bytes, and sends this string to the client.
   d. The client uses its private key to decrypt the bytes, and sends the decrypted bytes back to the switch.

e. The switch compares the decrypted bytes to the original bytes it sent. If the two sets match, this means that the client's private key corresponds to an authorized public key, and the client is authenticated.

Note: To use SSH with only password authentication, the host public key must still be given to the client, either during initial connection or manually entered into the known host file. However, you do not need to configure the client's keys.

ip ssh server

This command enables the Secure Shell (SSH) server on this switch. Use the **no** form to disable this service.

Syntax

[no] ip ssh server

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

- The SSH server supports up to four client sessions. The maximum number of client sessions includes both current Telnet sessions and SSH sessions.
- The SSH server uses DSA or RSA for key exchange when the client first establishes a connection with the switch, and then negotiates with the client to select either DES (56-bit) or 3DES (168-bit) for data encryption.
- You must generate DSA and RSA host keys before enabling the SSH server.

Example

```
Console#ip ssh crypto host-key generate dsa
Console#configure
Console(config)#ip ssh server
Console(config)#
```

Related Commands

ip ssh crypto host-key generate (4-53)
show ssh (4-56)

ip ssh timeout

This command configures the timeout for the SSH server. Use the **no** form to restore the default setting.

Syntax

ip ssh timeout *seconds*
no ip ssh timeout

seconds – The timeout for client response during SSH negotiation. (Range: 1-120)

Default Setting

10 seconds

Command Mode

Global Configuration

Command Usage

The **timeout** specifies the interval the switch will wait for a response from the client during the SSH negotiation phase. Once an SSH session has been established, the timeout for user input is controlled by the **exec-timeout** command for vty sessions.

Example

```
Console(config)#ip ssh timeout 60
Console(config)#
```

Related Commands

exec-timeout (4-19)
show ip ssh (4-56)

ip ssh authentication-retries

This command configures the number of times the SSH server attempts to reauthenticate a user. Use the **no** form to restore the default setting.

Syntax

ip ssh authentication-retries *count*
no ip ssh authentication-retries

count – The number of authentication attempts permitted after which the interface is reset. (Range: 1-5)

Default Setting

3

Command Mode

Global Configuration

Example

```
Console(config)#ip ssh authentication-retires 2
Console(config)#
```

Related Commands

show ip ssh (4-56)

ip ssh server-key size

This command sets the SSH server key size. Use the **no** form to restore the default setting.

Syntax

ip ssh server-key size *key-size*
no ip ssh server-key size

key-size – The size of server key. (Range: 512-896 bits)

Default Setting

768 bits

Command Mode

Global Configuration

Command Usage

- The server key is a private key that is never shared outside the switch.
- The host key is shared with the SSH client, and is fixed at 1024 bits.

Example

```
Console(config)#ip ssh server-key size 512
Console(config)#
```

delete public-key

This command deletes the specified user's public key.

Syntax

delete public-key *username* [**dsa** | **rsa**]

- *username* – Name of an SSH user. (Range: 1-8 characters)
- **dsa** – DSA public key type.
- **rsa** – RSA public key type.

Default Setting

Deletes both the DSA and RSA key.

Command Mode

Privileged Exec

Example

```
Console#delete public-key admin dsa
Console#
```

ip ssh crypto host-key generate

This command generates the host key pair (i.e., public and private).

Syntax

ip ssh crypto host-key generate [**dsa** | **rsa**]

- **dsa** – DSA (Version 2) key type.
- **rsa** – RSA (Version 1) key type.

Default Setting

Generates both the DSA and RSA key pairs.

Command Mode

Privileged Exec

Command Usage

- This command stores the host key pair in memory (i.e., RAM). Use the **ip ssh save host-key** command to save the host key pair to flash memory.
- Some SSH client programs automatically add the public key to the known hosts file as part of the configuration process. Otherwise, you must manually create a known hosts file and place the host public key in it.
- The SSH server uses this host key to negotiate a session key and encryption method with the client trying to connect to it.

Example

```
Console#ip ssh crypto host-key generate dsa
Console#
```

Related Commands

ip ssh crypto zeroize (4-54)
ip ssh save host-key (4-55)

ip ssh crypto zeroize

This command clears the host key from memory (i.e. RAM).

Syntax

ip ssh crypto zeroize [**dsa** | **rsa**]

- **dsa** – DSA key type.
- **rsa** – RSA key type.

Default Setting

Clears both the DSA and RSA key.

Command Mode

Privileged Exec

Command Usage

- This command clears the host key from volatile memory (RAM). Use the **no ip ssh save host-key** command to clear the host key from flash memory.
- The SSH server must be disabled before you can execute this command.

Example

```
Console#ip ssh crypto zeroize dsa
Console#
```

Related Commands

ip ssh crypto host-key generate (4-53)
ip ssh save host-key (4-55)
no ip ssh server (4-50)

ip ssh save host-key

This command saves the host key from RAM to flash memory.

Syntax

ip ssh save host-key [**dsa** | **rsa**]

- **dsa** – DSA key type.
- **rsa** – RSA key type.

Default Setting

Saves both the DSA and RSA key.

Command Mode

Privileged Exec

Example

```
Console#ip ssh save host-key dsa
Console#
```

Related Commands

ip ssh crypto host-key generate (4-53)

show ip ssh

This command displays the connection settings used when authenticating client access to the SSH server.

Command Mode

Privileged Exec

Example

```
Console#show ip ssh
SSH Enabled - version 2.0
Negotiation timeout: 120 secs; Authentication retries: 3
Server key size: 768 bits
Console#
```

show ssh

This command displays the current SSH server connections.

Command Mode

Privileged Exec

Example

```
Console#show ssh
Connection Version State                Username Encryption
  0          2.0   Session-Started      admin    ctos aes128-cbc-hmac-md5
                                                 stoc aes128-cbc-hmac-md5
Console#
```

Table 4-16 show ssh - display description

Field	Description
Session	The session number. (Range: 0-3)
Version	The Secure Shell version number.
State	The authentication negotiation state. (Values: Negotiation-Started, Authentication-Started, Session-Started)

Table 4-16 show ssh - display description (Continued)

Field	Description
Username	The user name of the client.
Encryption	The encryption method is automatically negotiated between the client and server. Options for SSHv1.5 include: DES, 3DES Options for SSHv2.0 can include different algorithms for the client-to-server (ctos) and server-to-client (stoc): aes128-cbc-hmac-sha1 aes192-cbc-hmac-sha1 aes256-cbc-hmac-sha1 3des-cbc-hmac-sha1 blowfish-cbc-hmac-sha1 aes128-cbc-hmac-md5 aes192-cbc-hmac-md5 aes256-cbc-hmac-md5 3des-cbc-hmac-md5 blowfish-cbc-hmac-md5 *Terminology:* DES – Data Encryption Standard (56-bit key) 3DES – Triple-DES (Uses three iterations of DES, 112-bit key) aes – Advanced Encryption Standard (160 or 224-bit key) blowfish – Blowfish (32-448 bit key) cbc – cypher-block chaining sha1 – Secure Hash Algorithm 1 (160-bit hashes) md5 – Message Digest algorithm number 5 (128-bit hashes)

show public-key

This command shows the public key for the specified user or for the host.

Syntax

show public-key [**user** [*username*] | **host**]

username – Name of an SSH user. (Range: 1-8 characters)

Default Setting

Shows all public keys.

Command Mode

Privileged Exec

Command Usage

- If no parameters are entered, all keys are displayed. If the user keyword is entered, but no user name is specified, then the public keys for all users are displayed.
- When an RSA key is displayed, the first field indicates the size of the host key (e.g., 1024), the second field is the encoded public exponent (e.g., 35), and the last string is the encoded modulus. When a DSA key is displayed, the first field indicates that the encryption method used by SSH is based on the Digital Signature Standard (DSS), and the last string is the encoded modulus.

Example

```
Console#show public-key host
Host:
RSA:
1024 65537
13236940658254764031382795526536375927835525327972629521130241
07194210616557594245909392360969540503627752575562510038661309893933
83452310332802149888661921595568598879891919505883940181387440468900
87791603058377681854900028313416250083487184495220874292122556916650
65529632816351696404083155476606641516571163 81
DSA:
ssh-dss AAAB3NzaC1kc3MAAACBAPWKZTPbsRIB8ydEXcxM3dyV/yrDbKStIlnzD/
Dg0h2HxcYV44sXZ2JXhamLK6P8bvuiyacWbUWa4PAtp1KMSdqsKeh3hKoA3vRRSy1N2
XFfAKxl5fwFfvJlPdOkFgzLGMinvSNYQwiQXbKTBH0Z4mUZpE85PWxDZMaCNBPjBrRA
AAAFQChb4vsdfQGNIjwbvwrNLaQ77isiwAAAIEAsy5YWDC99ebYHNRj5kh47wY4i8cZ
vH+p9cnrfwFTMU01VFDly3IR2G395NLy5Qd7ZDxfA9mCOfTyyEfbobMJZi8oGCstSNO
xrZZVnMqWrTYfdrKX7YKBw/Kjw6Bm iFq7O+jAhf1Dg45loAc27s6TLdtny1wRq/
ow2eTCD5nekAAACBAJ8rMccXTxHLFAczWS7EjOyDbsloBfPuSAb4oAsyjKXKVYNLQkT
LZfcFRu41bS2KV5LAwecsigF+DjKGWtPNIQqabKgYCw2odVzX4Gg+yqdTlYmGA7fHGm
8ARGeiG4ssFKy4Z6DmYPXFum1Yg0fhLwuHpOSKdxT3kk475S7 w0W
Console#
```

Event Logging Commands

Table 4-17 Event Logging Commands

Command	Function	Mode	Page
logging on	Controls logging of error messages	GC	4-59
logging history	Limits syslog messages saved to switch memory based on severity	GC	4-60
logging host	Adds a syslog server host IP address that will receive logging messages	GC	4-61
logging facility	Sets the facility type for remote logging of syslog messages	GC	4-62
logging trap	Limits syslog messages saved to a remote server based on severity	GC	4-63
clear log	Clears messages from the logging buffer	PE	4-64
show logging	Displays the state of logging	PE	4-64
show log	Displays log messages	PE	4-66

logging on

This command controls logging of error messages, sending debug or error messages to switch memory. The **no** form disables the logging process.

Syntax

[**no**] **logging on**

Default Setting

None

Command Mode

Global Configuration

Command Usage

The logging process controls error messages saved to switch memory. You can use the **logging history** command to control the type of error messages that are stored.

Example

```
Console(config)#logging on
Console(config)#
```

Related Commands

logging history (4-60)
clear log (4-64)

logging history

This command limits syslog messages saved to switch memory based on severity. The **no** form returns the logging of syslog messages to the default level.

Syntax

logging history {**flash** | **ram**} *level*
no logging history {**flash** | **ram**}

- **flash** - Event history stored in flash memory (i.e., permanent memory).
- **ram** - Event history stored in temporary RAM (i.e., memory flushed on power reset).
- *level* - One of the levels listed below. Messages sent include the selected level down to level 0. (Range: 0-7)

Table 4-18 Logging Levels

Level	Severity Name	Description
7	debugging	Debugging messages
6	informational	Informational messages only
5	notifications	Normal but significant condition, such as cold start

* There are only Level 2, 5 and 6 error messages for the current firmware release.

Table 4-18 Logging Levels

Level	Severity Name	Description
4	warnings	Warning conditions (e.g., return false, unexpected return)
3	errors	Error conditions (e.g., invalid input, default used)
2	critical	Critical conditions (e.g., memory allocation, or free memory error - resource exhausted)
1	alerts	Immediate action needed
0	emergencies	System unusable

* There are only Level 2, 5 and 6 error messages for the current firmware release.

Default Setting

Flash: errors (level 3 - 0)

RAM: warnings (level 7 - 0)

Command Mode

Global Configuration

Command Usage

The message level specified for flash memory must be a higher priority (i.e., numerically lower) than that specified for RAM.

Example

```
Console(config)#logging history ram 0
Console(config)#
```

logging host

This command adds a syslog server host IP address that will receive logging messages. Use the **no** form to remove a syslog server host.

Syntax

[**no**] **logging host** *host_ip_address*

host_ip_address - The IP address of a syslog server.

Default Setting

None

Command Mode

Global Configuration

Command Usage

- By using this command more than once you can build up a list of host IP addresses.
- The maximum number of host IP addresses allowed is five.

Example

```
Console(config)#logging host 10.1.0.3
Console(config)#
```

logging facility

This command sets the facility type for remote logging of syslog messages. Use the **no** form to return the type to the default.

Syntax

[**no**] **logging facility** *type*

type - A number that indicates the facility used by the syslog server to dispatch log messages to an appropriate service. (Range: 16-23)

Default Setting

23

Command Mode

Global Configuration

Command Usage

The command specifies the facility type tag sent in syslog messages. (See RFC 3164.) This type has no effect on the kind of messages reported by the switch. However, it may be used by the syslog server to sort messages or to store messages in the corresponding database.

Example

```
Console(config)#logging facility 19
Console(config)#
```

logging trap

This command enables the logging of system messages to a remote server, or limits the syslog messages saved to a remote server based on severity. Use this command without a specified level to enable remote logging. Use the **no** form to disable remote logging.

Syntax

logging trap [*level*]
no logging trap

level - One of the syslog severity levels listed in the table on page 4-60. Messages sent include the selected level up through level 0.

Default Setting

- Disabled
- Level 7 - 0

Command Mode

Global Configuration

Command Usage

- Using this command with a specified level enables remote logging and sets the minimum severity level to be saved.
- Using this command without a specified level also enables remote logging, but restores the minimum severity level to the default.

Example

```
Console(config)#logging trap 4
Console(config)#
```

clear log

This command clears messages from the log buffer.

Syntax

clear log [**flash** | **ram**]

- **flash** - Event history stored in flash memory (i.e., permanent memory).
- **ram** - Event history stored in temporary RAM (i.e., memory flushed on power reset).

Default Setting

Flash and RAM

Command Mode

Privileged Exec

Example

```
Console#clear log
Console#
```

Related Commands

show log (4-66)

show logging

This command displays the configuration settings for logging messages to local switch memory, to an SMTP event handler, or to a remote syslog server.

Syntax

show logging {**flash** | **ram** | **sendmail** | **trap**}

- **flash** - Displays settings for storing event messages in flash memory (i.e., permanent memory).
- **ram** - Displays settings for storing event messages in temporary RAM (i.e., memory flushed on power reset).
- **sendmail** - Displays settings for the SMTP event handler (page 4-71).
- **trap** - Displays settings for the trap function.

Default Setting

None

Command Mode

Privileged Exec

Example

The following example shows that system logging is enabled, the message level for flash memory is "errors" (i.e., default level 3 - 0), and the message level for RAM is "debugging" (i.e., default level 7 - 0).

```
Console#show logging flash
Syslog logging:           Enabled
History logging in FLASH: level errors
Console#show logging ram
Syslog logging:           Enabled
History logging in RAM: level debugging
Console#
```

Table 4-19 show logging flash/ram - display description

Field	Description
Syslog logging	Shows if system logging has been enabled via the **logging on** command.
History logging in FLASH	The message level(s) reported based on the **logging history** command.
History logging in RAM	The message level(s) reported based on the **logging history** command.

The following example displays settings for the trap function.

```
Console#show logging trap
Syslog logging: Enable
REMOTELOG status: disable
REMOTELOG facility type: local use 7
REMOTELOG level type:        Debugging messages
REMOTELOG server IP address: 1.2.3.4
REMOTELOG server IP address: 0.0.0.0
REMOTELOG server IP address: 0.0.0.0
REMOTELOG server IP address: 0.0.0.0
REMOTELOG server IP address: 0.0.0.0
Console#
```

Table 4-20 show logging trap - display description

Field	Description
Syslog logging	Shows if system logging has been enabled via the **logging on** command.
REMOTELOG status	Shows if remote logging has been enabled via the **logging trap** command.
REMOTELOG facility type	The facility type for remote logging of syslog messages as specified in the **logging facility** command.
REMOTELOG level type	The severity threshold for syslog messages sent to a remote server as specified in the **logging trap** command.
REMOTELOG server IP address	The address of syslog servers as specified in the **logging host** command.

Related Commands

show logging sendmail (4-71)

show log

This command displays the log messages stored in local memory.

Syntax

show log {**flash** | **ram**}

- **flash** - Event history stored in flash memory (i.e., permanent memory).
- **ram** - Event history stored in temporary RAM (i.e., memory flushed on power reset).

Default Setting

None

Command Mode

Privileged Exec

Example

The following example shows the event message stored in RAM.

```
Console#show log ram
[1] 00:01:30 2001-01-01
   "VLAN 1 link-up notification."
   level: 6, module: 5, function: 1, and event no.: 1
[0] 00:01:30 2001-01-01
   "Unit 1, Port  1 link-up notification."
   level: 6, module: 5, function: 1, and event no.: 1
Console#
```

SMTP Alert Commands

These commands configure SMTP event handling, and forwarding of alert messages to the specified SMTP servers and email recipients.

Table 4-21 SMTP Alert Commands

Command	Function	Mode	Page
logging sendmail host	SMTP servers to receive alert messages	GC	4-68
logging sendmail level	Severity threshold used to trigger alert messages	GC	4-69
logging sendmail source-email	Email address used for "From" field of alert messages	GC	4-69
logging sendmail destination-email	Email recipients of alert messages	GC	4-70
logging sendmail	Enables SMTP event handling	GC	4-71
show logging sendmail	Displays SMTP event handler settings	NE, PE	4-71

logging sendmail host

This command specifies SMTP servers that will be sent alert messages. Use the **no** form to remove an SMTP server.

Syntax

[**no**] **logging sendmail host** *ip_address*

ip_address - IP address of an SMTP server that will be sent alert messages for event handling.

Default Setting

None

Command Mode

Global Configuration

Command Usage

- You can specify up to three SMTP servers for event handing. However, you must enter a separate command to specify each server.
- To send email alerts, the switch first opens a connection, sends all the email alerts waiting in the queue one by one, and finally closes the connection.
- To open a connection, the switch first selects the server that successfully sent mail during the last connection, or the first server configured by this command. If it fails to send mail, the switch selects the next server in the list and tries to send mail again. If it still fails, the system will repeat the process at a periodic interval. (A trap will be triggered if the switch cannot successfully open a connection.)

Example

```
Console(config)#logging sendmail host 192.168.1.19
Console(config)#
```

logging sendmail level

This command sets the severity threshold used to trigger alert messages.

Syntax

logging sendmail level *level*

level - One of the system message levels (page 4-60). Messages sent include the selected level down to level 0. (Range: 0-7; Default: 7)

Default Setting

Level 7

Command Mode

Global Configuration

Command Usage

The specified level indicates an event threshold. All events at this level or higher will be sent to the configured email recipients. (For example, using Level 7 will report all events from level 7 to level 0.)

Example

This example will send email alerts for system errors from level 3 through 0.

```
Console(config)#logging sendmail level 3
Console(config)#
```

logging sendmail source-email

This command sets the email address used for the "From" field in alert messages.

Syntax

logging sendmail source-email *email-address*

email-address - The source email address used in alert messages. (Range: 1-41 characters)

Default Setting

None

Command Mode

Global Configuration

Command Usage

You may use an symbolic email address that identifies the switch, or the address of an administrator responsible for the switch.

Example

```
Console(config)#logging sendmail source-email bill@this-company.com
Console(config)#
```

logging sendmail destination-email

This command specifies the email recipients of alert messages. Use the **no** form to remove a recipient.

Syntax

[**no**] **logging sendmail destination-email** *email-address*

email-address - The source email address used in alert messages. (Range: 1-41 characters)

Default Setting

None

Command Mode

Global Configuration

Command Usage

You can specify up to five recipients for alert messages. However, you must enter a separate command to specify each recipient.

Example

```
Console(config)#logging sendmail destination-email
  ted@this-company.com
Console(config)#
```

logging sendmail

This command enables SMTP event handling. Use the **no** form to disable this function.

Syntax

[no] logging sendmail

Default Setting

Enabled

Command Mode

Global Configuration

Example

```
Console(config)#logging sendmail
Console(config)#
```

show logging sendmail

This command displays the settings for the SMTP event handler.

Command Mode

Normal Exec, Privileged Exec

Example

```
Console#show logging sendmail
SMTP servers
-----------------------------------------------
192.168.1.19

SMTP minimum severity level: 7

SMTP destination email addresses
-----------------------------------------------
ted@this-company.com

SMTP source email address: bill@this-company.com

SMTP status: Enabled
Console#
```

Time Commands

The system clock can be dynamically set by polling a set of specified time servers (NTP or SNTP). Maintaining an accurate time on the switch enables the system log to record meaningful dates and times for event entries. If the clock is not set, the switch will only record the time from the factory default set at the last bootup.

Table 4-22 Time Commands

Command	Function	Mode	Page
sntp client	Accepts time from specified time servers	GC	4-72
sntp server	Specifies one or more time servers	GC	4-73
sntp poll	Sets the interval at which the client polls for time	GC	4-74
show sntp	Shows current SNTP configuration settings	NE, PE	4-75
clock timezone	Sets the time zone for the switch's internal clock	GC	4-76
calendar set	Sets the system date and time	PE	4-77
show calendar	Displays the current date and time setting	NE, PE	4-77

sntp client

This command enables SNTP client requests for time synchronization from NTP or SNTP time servers specified with the **sntp servers** command. Use the **no** form to disable SNTP client requests.

Syntax

[**no**] **sntp client**

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

- The time acquired from time servers is used to record accurate dates and times for log events. Without SNTP, the switch only records the time starting from the factory default set at the last bootup (i.e., 00:00:00, Jan. 1, 2001).
- This command enables client time requests to time servers specified via the **sntp servers** command. It issues time synchronization requests based on the interval set via the **sntp poll** command.

Example

```
Console(config)#sntp server 10.1.0.19
Console(config)#sntp poll 60
Console(config)#sntp client
Console(config)#end
Console#show sntp
Current time:  Dec 23 02:52:44 2002
Poll interval: 60
Current mode: unicast
SNTP status : Enabled
SNTP server 137.92.140.80 0.0.0.0 0.0.0.0
Current server: 137.92.140.80
Console#
```

Related Commands

sntp server (4-73)
sntp poll (4-74)
show sntp (4-75)

sntp server

This command sets the IP address of the servers to which SNTP time requests are issued. Use the this command with no arguments to clear all time servers from the current list.

Syntax

sntp server [*ip1* [*ip2* [*ip3*]]]

ip - IP address of an time server (NTP or SNTP).
(Range: 1 - 3 addresses)

Default Setting

None

Command Mode

Global Configuration

Command Usage

This command specifies time servers from which the switch will poll for time updates when set to SNTP client mode. The client will poll the time servers in the order specified until a response is received. It issues time synchronization requests based on the interval set via the **sntp poll** command.

Example

```
Console(config)#sntp server 10.1.0.19
Console#
```

Related Commands

sntp client (4-72)
sntp poll (4-74)
show sntp (4-75)

sntp poll

This command sets the interval between sending time requests when the switch is set to SNTP client mode. Use the **no** form to restore to the default.

Syntax

sntp poll *seconds*
no sntp poll

seconds - Interval between time requests. (Range: 16-16384 seconds)

Default Setting

16 seconds

Command Mode

Global Configuration

Example

```
Console(config)#sntp poll 60
Console(config)#
```

Related Commands

sntp client (4-72)

show sntp

This command displays the current time and configuration settings for the SNTP client, and indicates whether or not the local time has been properly updated.

Command Mode

Normal Exec, Privileged Exec

Command Usage

This command displays the current time, the poll interval used for sending time synchronization requests, and the current SNTP mode (i.e., unicast).

Example

```
Console#show sntp
Current time:  Dec 23 05:13:28 2002
Poll interval: 16
Current mode:  unicast
SNTP status : Enabled
SNTP server 137.92.140.80 0.0.0.0 0.0.0.0
Current server: 137.92.140.80
Console#
```

clock timezone

This command sets the time zone for the switch's internal clock.

Syntax

clock timezone *name* **hour** *hours* **minute** *minutes* {**before-utc** | **after-utc**}

- *name* - Name of timezone, usually an acronym. (Range: 1-29 characters)
- *hours* - Number of hours before/after UTC. (Range: 0-13 hours)
- *minutes* - Number of minutes before/after UTC. (Range: 0-59 minutes)
- **before-utc** - Sets the local time zone before (east) of UTC.
- **after-utc** - Sets the local time zone after (west) of UTC.

Default Setting

None

Command Mode

Global Configuration

Command Usage

This command sets the local time zone relative to the Coordinated Universal Time (UTC, formerly Greenwich Mean Time or GMT), based on the earth's prime meridian, zero degrees longitude. To display a time corresponding to your local time, you must indicate the number of hours and minutes your time zone is east (before) or west (after) of UTC.

Example

```
Console(config)#clock timezone Japan hours 8 minute 0 after-UTC
Console(config)#
```

Related Commands

show sntp (4-75)

calendar set

This command sets the system clock. It may be used if there is no time server on your network, or if you have not configured the switch to receive signals from a time server.

Syntax

calendar set *hour min sec* {*day month year* | *month day year*}

- *hour* - Hour in 24-hour format. (Range: 0 - 23)
- *min* - Minute. (Range: 0 - 59)
- *sec* - Second. (Range: 0 - 59)
- *day* - Day of month. (Range: 1 - 31)
- *month* - **january** | **february** | **march** | **april** | **may** | **june** | **july** | **august** | **september** | **october** | **november** | **december**
- *year* - Year (4-digit). (Range: 2001 - 2100)

Default Setting

None

Command Mode

Privileged Exec

Example

This example shows how to set the system clock to 15:12:34, February 1st, 2002.

```
Console#calendar set 15:12:34 1 February 2002
Console#
```

show calendar

This command displays the system clock.

Default Setting

None

Command Mode

Normal Exec, Privileged Exec

Example

```
Console#show calendar
 15:12:34 February 1 2002
Console#
```

System Status Commands

Table 4-23 System Status Commands

Command	Function	Mode	Page
show startup-config	Displays the contents of the configuration file (stored in flash memory) that is used to start up the system	PE	4-78
show running-config	Displays the configuration data currently in use	PE	4-81
show system	Displays system information	NE, PE	4-83
show users	Shows all active console and Telnet sessions, including user name, idle time, and IP address of Telnet clients	NE, PE	4-84
show version	Displays version information for the system	NE, PE	4-84

show startup-config

This command displays the configuration file stored in non-volatile memory that is used to start up the system.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

- Use this command in conjunction with the **show running-config** command to compare the information in running memory to the information stored in non-volatile memory.

- This command displays settings for key command modes. Each mode group is separated by "!" symbols, and includes the configuration mode command, and corresponding commands. This command displays the following information:
  - MAC address for the switch
  - SNTP server settings
  - SNMP community strings
  - Users (names and access levels)
  - VLAN database (VLAN ID, name and state)
  - VLAN configuration settings for each interface
  - Multiple spanning tree instances (name and interfaces)
  - IP address configured for management VLAN
  - Layer 4 precedence settings
  - Any configured settings for the console port and Telnet

Example

```
Console#show startup-config
!<stackingDB>00</stackingDB>
!<stackingMac>01_00-0c-db-21-11-33_00</stackingMac>
!
phymap 00-0c-db-21-11-33
!
SNTP server 0.0.0.0 0.0.0.0 0.0.0.0
!
snmp-server community public ro
snmp-server community private rw
!
username admin access-level 15
username admin password 7 21232f297a57a5a743894a0e4a801fc3
username guest access-level 0
username guest password 7 084e0343a0486ff05530df6c705c8bb4
enable password level 15 7 1b3231655cebb7a1f783eddf27d254ca
!
VLAN database
 VLAN 1 media ethernet state active
!
spanning-tree MST configuration
!
interface ethernet 1/1
 switchport allowed vlan add 1 untagged
 switchport native vlan 1
:
interface ethernet 1/9
 switchport allowed vlan add 1 untagged
 switchport native vlan 1
!
interface VLAN 1
 IP address 192.168.1.58 255.255.255.0
 IP address DHCP
!
no map IP precedence
no map IP DSCP
!
line console
!
line VTY
!
end
!
Console#
```

Related Commands

show running-config (4-81)

show running-config

This command displays the configuration information currently in use.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

- Use this command in conjunction with the **show startup-config** command to compare the information in running memory to the information stored in non-volatile memory.
- This command displays settings for key command modes. Each mode group is separated by "!" symbols, and includes the configuration mode command, and corresponding commands. This command displays the following information:
  - MAC address for the switch
  - SNTP server settings
  - SNMP community strings
  - Users (names and access levels)
  - VLAN database (VLAN ID, name and state)
  - VLAN configuration settings for each interface
  - Multiple spanning tree instances (name and interfaces)
  - IP address configured for management VLAN
  - Layer 4 precedence settings
  - Any configured settings for the console port and Telnet

Example

```
Console#show running-config
building running-config, please wait...
!<stackingDB>00</stackingDB>
!<stackingMac>01_00-0c-db-21-11-33_00</stackingMac>
!
phymap 00-0c-db-21-11-33
!
SNTP server 0.0.0.0 0.0.0.0 0.0.0.0
!
snmp-server community public ro
snmp-server community private rw
!
username admin access-level 15
username admin password 7 21232f297a57a5a743894a0e4a801fc3
username guest access-level 0
username guest password 7 084e0343a0486ff05530df6c705c8bb4
enable password level 15 7 1b3231655cebb7a1f783eddf27d254ca
!
VLAN database
 VLAN 1 media ethernet state active
!
spanning-tree MST configuration
!
interface ethernet 1/1
 switchport allowed vlan add 1 untagged
 switchport native vlan 1
:
interface ethernet 1/9
 switchport allowed vlan add 1 untagged
 switchport native vlan 1
!
interface VLAN 1
 IP address 192.168.1.58 255.255.255.0
 IP address DHCP
!
no map IP precedence
no map IP DSCP
!
line console
!
line VTY
!
end
!
Console#
```

Related Commands

show startup-config (4-78)

show system

This command displays system information.

Default Setting

None

Command Mode

Normal Exec, Privileged Exec

Command Usage

- For a description of the items shown by this command, refer to "Displaying System Information" on page 3-14.
- The POST results should all display "PASS." If any POST test indicates "FAIL," contact your distributor for assistance.

Example

```
Console#show system
System description: 8*10GE L2 Switch
System OID string: 1.3.6.1.4.1.202.20.47
System information
 System Up time: 0 days, 1 hours, 23 minutes, and 44.61 seconds
 System Name            : [NONE]
 System Location        : [NONE]
 System Contact         : [NONE]
 MAC Address (Unit1)    : 00-30-F1-D4-73-A0
 Web Server             : enable
 Web Server port        : 80
 Web Secure server      : enable
 Web Secure Server Sort : 443
 Telnet Server          : enable
 Telnet Port            : 23
 Jumbo Frame            : Disabled

 POST result
DUMMY Test 1 ................. PASS
UART Loopback Test ........... PASS
DRAM Test .................... PASS
Timer Test ................... PASS
PCI Device 1 Test ............ PASS
I2C Bus Initialization ....... PASS
Switch Int Loopback Test ..... PASS

Console#
```

show users

Shows all active console and Telnet sessions, including user name, idle time, and IP address of Telnet client.

Default Setting

None

Command Mode

Normal Exec, Privileged Exec

Command Usage

The session used to execute this command is indicated by a "*" symbol next to the Line (i.e., session) index number.

Example

```
Console#show users
 Username accounts:
  Username Privilege Public-Key
  -------- --------- ----------
     admin        15       None
     guest         0       None
     steve        15        RSA

 Online users:
  Line        Username Idle time (h:m:s) Remote IP addr.
  ----------- -------- ----------------- ---------------
  0   console    admin           0:14:14
* 1     VTY 0    admin           0:00:00    192.168.1.19
  2     SSH 1    steve           0:00:06    192.168.1.19

 Web online users:
  Line        Remote IP addr Username Idle time (h:m:s).
  ----------- -------------- -------- ------------------
 1      HTTP   192.168.1.19    admin           0:00:00

Console#
```

show version

This command displays hardware and software version information for the system.

Default Setting

None

Command Mode

Normal Exec, Privileged Exec

Command Usage

See "Displaying Switch Hardware/Software Versions" on page 3-16 for detailed information on the items displayed by this command.

Example

```
Console#show version
Unit 1
 Serial Number:            A000000022
 Hardware Version:         R01
 EPLD Version:             1.00
 Number of Ports:          9
 Main Power Status:        Up
 Redundant Power Status:   Not present

Agent (Master)
 Unit ID:                  1
 Loader Version:           3.0.0.2
 Boot ROM Version:         3.0.0.6
 Operation Code Version:   3.0.0.4

Console#
```

Frame Size Commands

Table 4-24 Frame Size Commands

Command	Function	Mode	Page
jumbo frame	Enables support for jumbo frames	GC	4-85

jumbo frame

This command enables support for jumbo frames. Use the **no** form to disable it.

Syntax

[**no**] **jumbo frame**

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

- This switch provides more efficient throughput for large sequential data transfers by supporting jumbo frames up to 9216 bytes. Compared to standard Ethernet frames that run only up to 1.5 KB, using jumbo frames significantly reduces the per-packet overhead required to process protocol encapsulation fields.
- To use jumbo frames, both the source and destination end nodes (such as a computer or server) must support this feature. Also, when the connection is operating at full duplex, all switches in the network between the two end nodes must be able to accept the extended frame size. And for half-duplex connections, all devices in the collision domain would need to support jumbo frames.
- The current setting for jumbo frames can be displayed with the **show system** command (page 4-83).

Example

```
Console(config)#jumbo frame
Console(config)#
```

Flash/File Commands

These commands are used to manage the system code or configuration files.

Table 4-25 Flash/File Commands

Command	Function	Mode	Page
copy	Copies a code image or a switch configuration to or from flash memory or a TFTP server	PE	4-87
delete	Deletes a file or code image	PE	4-90
dir	Displays a list of files in flash memory	PE	4-91
whichboot	Displays the files booted	PE	4-92
boot system	Specifies the file or image used to start up the system	GC	4-93

copy

This command moves (upload/download) a code image or configuration file between the switch's flash memory and a TFTP server. When you save the system code or configuration settings to a file on a TFTP server, that file can later be downloaded to the switch to restore system operation. The success of the file transfer depends on the accessibility of the TFTP server and the quality of the network connection.

Syntax

copy file {**file** | **running-config** | **startup-config** | **tftp**}
copy running-config {**file** | **startup-config** | **tftp**}
copy startup-config {**file** | **running-config** | **tftp**}
copy tftp {**file** | **running-config** | **startup-config** | **https-certificate** | **public-key**}

- **file** - Keyword that allows you to copy to/from a file.
- **running-config** - Keyword that allows you to copy to/from the current running configuration.
- **startup-config** - The configuration used for system initialization.
- **tftp** - Keyword that allows you to copy to/from a TFTP server.
- **https-certificate** - Keyword that allows you to copy the HTTPS secure site certificate.
- **public-key** - Keyword that allows you to copy a SSH key from a TFTP server. (See "Secure Shell Commands" on page 46.)

Default Setting

None

Command Mode

Privileged Exec

Command Usage

- The system prompts for data required to complete the copy command.
- The destination file name should not contain slashes (\ or /), the leading letter of the file name should not be a period (.), and the maximum length for file names on the TFTP server is 127 characters or 31 characters for files on the switch. (Valid characters: A-Z, a-z, 0-9, ".", "-", "_")

- Due to the size limit of the flash memory, the switch supports only two operation code files.
- The maximum number of user-defined configuration files depends on available memory.
- You can use "Factory_Default_Config.cfg" as the source to copy from the factory default configuration file, but you cannot use it as the destination.
- To replace the startup configuration, you must use **startup-config** as the destination.
- The Boot ROM and Loader cannot be uploaded or downloaded from the TFTP server. You must follow the instructions in the release notes for new firmware, or contact your distributor for help.
- For information on specifying an https-certificate, see "Replacing the Default Secure-site Certificate" on page 3-83. For information on configuring the switch to use HTTPS for a secure connection, see "ip http secure-server" on page 4-43.

Example

The following example shows how to upload the configuration settings to a file on the TFTP server:

```
Console#copy file tftp
Choose file type:
 1. config:  2. opcode: <1-2>: 1
Source file name: startup
TFTP server ip address: 10.1.0.99
Destination file name: startup.01
TFTP completed.
Success.

Console#
```

The following example shows how to copy the running configuration to a startup file.

```
Console#copy running-config file
destination file name: startup
Write to FLASH Programming.
\Write to FLASH finish.
Success.

Console#
```

The following example shows how to download a configuration file:

```
Console#copy tftp startup-config
TFTP server ip address: 10.1.0.99
Source configuration file name: startup.01
Startup configuration file name [startup]:
Write to FLASH Programming.

\Write to FLASH finish.
Success.

Console#
```

This example shows how to copy a secure-site certificate from an TFTP server. It then reboots the switch to activate the certificate:

```
Console#copy tftp https-certificate
TFTP server ip address: 10.1.0.19
Source certificate file name: SS-certificate
Source private file name: SS-private
Private password: ********

Success.
Console#reload
System will be restarted, continue <y/n>? y
```

This example shows how to copy a public-key used by SSH from an TFTP server. Note that public key authentication via SSH is only supported for users configured locally on the switch.

```
Console#copy tftp public-key
TFTP server IP address: 192.168.1.19
Choose public key type:
 1. RSA:  2. DSA: <1-2>: 1
Source file name: steve.pub
Username: steve
TFTP Download
Success.
Write to FLASH Programming.
Success.

Console#
```

delete

This command deletes a file or image.

Syntax

delete *filename*

filename - Name of configuration file or code image.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

- If the file type is used for system startup, then this file cannot be deleted.
- "Factory_Default_Config.cfg" cannot be deleted.

Example

This example shows how to delete the test2.cfg configuration file from flash memory.

```
Console#delete test2.cfg
Console#
```

Related Commands

dir (4-91)
delete public-key (4-53)

dir

This command displays a list of files in flash memory.

Syntax

dir {{**boot-rom:** | **config:** | **opcode:**} [*filename*]}

The type of file or image to display includes:

- **boot-rom** - Boot ROM (or diagnostic) image file.
- **config** - Switch configuration file.
- **opcode** - Run-time operation code image file.
- *filename* - Name of configuration file or code image. If this file exists but contains errors, information on this file cannot be shown.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

- If you enter the command **dir** without any parameters, the system displays all files.
- A colon (:) is required after the specified unit number.
- File information is shown below:

Table 4-26 File Directory Information

Column Heading	Description
file name	The name of the file.
file type	File types: Boot-Rom, Operation Code, and Config file.
startup	Shows if this file is used when the system is started.
size	The length of the file in bytes.

Example

The following example shows how to display all file information:

```
Console#dir
          File name                          File type       Startup Size (byte)
 ------------------------------------     --------------  ------- -----------
 Unit1:
          SMC8708L2_Diag_v3006.bix          Boot-Rom Image  Y          1164420
          SMC8708L2_Runtime_v3.0.0.4.bix    Operation Code  Y          3154548
          Factory_Default_Config.cfg        Config File     N              455
          startup1.cfg                      Config File     Y             1584
 ------------------------------------------------------------------------------
                                                 Total free space:  29476544
```

whichboot

This command displays which files were booted when the system powered up.

Default Setting

None

Command Mode

Privileged Exec

Example

This example shows the information displayed by the **whichboot** command. See the table under the **dir** command for a description of the file information displayed by this command.

```
Console#whichboot
                          File name      File type Startup Size (byte)
 ---------------------------------- -------------- ------- -----------
 Unit1:
         SMC8708L2_Diag_v3006.bix        Boot-Rom Image  Y         1164420
         SMC8708L2_Runtime_v3.0.0.4.bix   Operation Code  Y         3154548
          startup1.cfg                    Config File     Y            1584
Console#
```

boot system

This command specifies the file or image used to start up the system.

Syntax

boot system {**boot-rom**| **config** | **opcode**}: *filename*

The type of file or image to set as a default includes:

- **boot-rom*** - Boot ROM.
- **config*** - Configuration file.
- **opcode*** - Run-time operation code.
- *filename* - Name of configuration file or code image.

* The colon (:) is required.

Default Setting

None

Command Mode

Global Configuration

Command Usage

- A colon (:) is required after the specified unit number and file type.
- If the file contains an error, it cannot be set as the default file.

Example

```
Console(config)#boot system config: startup
Console(config)#
```

Related Commands

dir (4-91)
whichboot (4-92)

Authentication Commands

You can configure this switch to authenticate users logging into the system for management access using local or remote authentication methods. You can also enable port-based authentication for network client access using IEEE 802.1X.

Table 4-27 Authentication Commands

Command Group	Function	Page
Authentication Sequence	Defines logon authentication method and precedence	4-94
RADIUS Client	Configures settings for authentication via a RADIUS server	4-97
TACACS+ Client	Configures settings for authentication via a TACACS+ server	4-102
Port Security	Configures secure addresses for a port	4-104
Port Authentication	Configures host authentication on specific ports using 802.1X	4-107

Authentication Sequence

Table 4-28 Authentication Sequence Commands

Command	Function	Mode	Page
authentication login	Defines logon authentication method and precedence	GC	4-95
authentication enable	Defines the authentication method and precedence for command mode change	GC	4-96

authentication login

This command defines the login authentication method and precedence. Use the **no** form to restore the default.

Syntax

authentication login {[**local**] [**radius**] [**tacacs**]}
no authentication login

- **local** - Use local password.
- **radius** - Use RADIUS server password.
- **tacacs** - Use TACACS server password.

Default Setting

Local

Command Mode

Global Configuration

Command Usage

- RADIUS uses UDP while TACACS+ uses TCP. UDP only offers best effort delivery, while TCP offers a connection-oriented transport. Also, note that RADIUS encrypts only the password in the access-request packet from the client to the server, while TACACS+ encrypts the entire body of the packet.
- RADIUS and TACACS+ logon authentication assigns a specific privilege level for each user name and password pair. The user name, password, and privilege level must be configured on the authentication server.
- You can specify three authentication methods in a single command to indicate the authentication sequence. For example, if you enter "**authentication login radius tacacs local**," the user name and password on the RADIUS server is verified first. If the RADIUS server is not available, then authentication is attempted on the TACACS+ server. If the TACACS+ server is not available, the local user name and password is checked.

Example

```
Console(config)#authentication login radius
Console(config)#
```

Related Commands

username - for setting the local user names and passwords (4-36)

authentication enable

This command defines the authentication method and precedence to use when changing from Exec command mode to Privileged Exec command mode with the **enable** command (see page 4-27). Use the **no** form to restore the default.

Syntax

authentication enable {[**local**] [**radius**] [**tacacs**]}
no authentication enable

- **local** - Use local password only.
- **radius** - Use RADIUS server password only.
- **tacacs** - Use TACACS server password.

Default Setting

Local

Command Mode

Global Configuration

Command Usage

- RADIUS uses UDP while TACACS+ uses TCP. UDP only offers best effort delivery, while TCP offers a connection-oriented transport. Also, note that RADIUS encrypts only the password in the access-request packet from the client to the server, while TACACS+ encrypts the entire body of the packet.
- RADIUS and TACACS+ logon authentication assigns a specific privilege level for each user name and password pair. The user name, password, and privilege level must be configured on the authentication server.

- You can specify three authentication methods in a single command to indicate the authentication sequence. For example, if you enter "**authentication enable radius tacacs local**," the user name and password on the RADIUS server is verified first. If the RADIUS server is not available, then authentication is attempted on the TACACS+ server. If the TACACS+ server is not available, the local user name and password is checked.

Example

```
Console(config)#authentication enable radius
Console(config)#
```

Related Commands

enable password - sets the password for changing command modes (4-37)

RADIUS Client

Remote Authentication Dial-in User Service (RADIUS) is a logon authentication protocol that uses software running on a central server to control access to RADIUS-aware devices on the network. An authentication server contains a database of multiple user name/password pairs with associated privilege levels for each user or group that require management access to a switch.

Table 4-29 RADIUS Client Commands

Command	Function	Mode	Page
radius-server host	Specifies the RADIUS server	GC	4-98
radius-server port	Sets the RADIUS server network port	GC	4-99
radius-server key	Sets the RADIUS encryption key	GC	4-99
radius-server retransmit	Sets the number of retries	GC	4-100
radius-server timeout	Sets the interval between sending authentication requests	GC	4-100
show radius-server	Shows the current RADIUS settings	PE	4-101

radius-server host

This command specifies primary and backup RADIUS servers and authentication parameters that apply to each server. Use the **no** form to restore the default values.

Syntax

[**no**] **radius-server** *index* **host** {*host_ip_address* | *host_alias*} [**auth-port** *auth_port*] [**timeout** *timeout*] [**retransmit** *retransmit*] [**key** *key*]

- *index* - Allows you to specify up to five servers. These servers are queried in sequence until a server responds or the retransmit period expires.
- *host_ip_address* - IP address of server.
- *host_alias* - Symbolic name of server. (Maximum length: 20 characters)
- *port_number* - RADIUS server UDP port used for authentication messages. (Range: 1-65535)
- *timeout* - Number of seconds the switch waits for a reply before resending a request. (Range: 1-65535)
- *retransmit* - Number of times the switch will try to authenticate logon access via the RADIUS server. (Range: 1-30)
- *key* - Encryption key used to authenticate logon access for client. Do not use blank spaces in the string. (Maximum length: 20 characters)

Default Setting

- **auth-port** - 1812
- **timeout** - 5 seconds
- **retransmit** - 2

Command Mode

Global Configuration

Example

```
Console(config)#radius-server 1 host 192.168.1.20 port 181 timeout
  10 retransmit 5 key green
Console(config)#
```

radius-server port

This command sets the RADIUS server network port. Use the **no** form to restore the default.

Syntax

radius-server port *port_number*
no radius-server port

port_number - RADIUS server UDP port used for authentication messages. (Range: 1-65535)

Default Setting

1812

Command Mode

Global Configuration

Example

```
Console(config)#radius-server port 181
Console(config)#
```

radius-server key

This command sets the RADIUS encryption key. Use the **no** form to restore the default.

Syntax

radius-server key *key_string*
no radius-server key

key_string - Encryption key used to authenticate logon access for client. Do not use blank spaces in the string. (Maximum length: 20 characters)

Default Setting

None

Command Mode

Global Configuration

Example

```
Console(config)#radius-server key green
Console(config)#
```

radius-server retransmit

This command sets the number of retries. Use the **no** form to restore the default.

Syntax

radius-server retransmit *number_of_retries*
no radius-server retransmit

number_of_retries - Number of times the switch will try to authenticate logon access via the RADIUS server. (Range: 1 - 30)

Default Setting

2

Command Mode

Global Configuration

Example

```
Console(config)#radius-server retransmit 5
Console(config)#
```

radius-server timeout

This command sets the interval between transmitting authentication requests to the RADIUS server. Use the **no** form to restore the default.

Syntax

radius-server timeout *number_of_seconds*
no radius-server timeout

number_of_seconds - Number of seconds the switch waits for a reply before resending a request. (Range: 1-65535)

Default Setting

5

Command Mode

Global Configuration

Example

```
Console(config)#radius-server timeout 10
Console(config)#
```

show radius-server

This command displays the current settings for the RADIUS server.

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show radius-server

Remote RADIUS server configuration:

Global settings:
 Communication key with RADIUS server: *****
 Server port number:                   1812
 Retransmit times:                     2
 Request timeout:                      5

Server 1:
 Server IP address:                    192.168.1.1
 Communication key with RADIUS server: *****
 Server port number: 1812
 Retransmit times: 2
 Request timeout: 5

Console#
```

TACACS+ Client

Terminal Access Controller Access Control System (TACACS+) is a logon authentication protocol that uses software running on a central server to control access to TACACS-aware devices on the network. An authentication server contains a database of multiple user name/password pairs with associated privilege levels for each user or group that require management access to a switch.

Table 4-30 TACACS+ Client Commands

Command	Function	Mode	Page
tacacs-server host	Specifies the TACACS+ server	GC	4-102
tacacs-server port	Specifies the TACACS+ server network port	GC	4-103
tacacs-server key	Sets the TACACS+ encryption key	GC	4-103
show tacacs-server	Shows the current TACACS+ settings	GC	4-104

tacacs-server host

This command specifies the TACACS+ server. Use the **no** form to restore the default.

Syntax

tacacs-server host *host_ip_address*
no tacacs-server host

host_ip_address - IP address of a TACACS+ server.

Default Setting

10.11.12.13

Command Mode

Global Configuration

Example

```
Console(config)#tacacs-server host 192.168.1.25
Console(config)#
```

tacacs-server port

This command specifies the TACACS+ server network port. Use the **no** form to restore the default.

Syntax

tacacs-server port *port_number*
no tacacs-server port

port_number - TACACS+ server TCP port used for authentication messages. (Range: 1-65535)

Default Setting

49

Command Mode

Global Configuration

Example

```
Console(config)#tacacs-server port 181
Console(config)#
```

tacacs-server key

This command sets the TACACS+ encryption key. Use the **no** form to restore the default.

Syntax

tacacs-server key *key_string*
no tacacs-server key

key_string - Encryption key used to authenticate logon access for the client. Do not use blank spaces in the string. (Maximum length: 20 characters)

Default Setting

None

Command Mode

Global Configuration

Example

```
Console(config)#tacacs-server key green
Console(config)#
```

show tacacs-server

This command displays the current settings for the TACACS+ server.

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show tacacs-server
Remote TACACS server configuration:
 Server IP address:                    10.11.12.13
 Communication key with TACACS server: *****
 Server port number:                   49
Console#
```

Port Security Commands

These commands can be used to enable port security on a port. When using port security, the switch stops learning new MAC addresses on the specified port when it has reached a configured maximum number. Only incoming traffic with source addresses already stored in the dynamic or static address table for this port will be authorized to access the network. The port will drop any incoming frames with a source MAC address that is unknown or has been previously learned from another port. If a device with an unauthorized MAC address attempts to use the switch port, the intrusion will be detected and the switch can automatically take action by disabling the port and sending a trap message.

Table 4-31 Port Security Commands

Command	Function	Mode	Page
port security	Configures a secure port	IC	4-105
mac-address-table static	Maps a static address to a port in a VLAN	GC	4-199
show mac-address-table	Displays entries in the bridge-forwarding database	PE	4-201

port security

This command enables or configures port security. Use the **no** form without any keywords to disable port security. Use the **no** form with the appropriate keyword to restore the default settings for a response to security violation or for the maximum number of allowed addresses.

Syntax

port security [**action** {**shutdown | trap | trap-and-shutdown**} | **max-mac-count** *address-count*]
no port security [**action | max-mac-count**]

- **action** - Response to take when port security is violated.
  - **shutdown** - Disable port only.
  - **trap** - Issue SNMP trap message only.
  - **trap-and-shutdown** - Issue SNMP trap message and disable port.
- **max-mac-count**
  - *address-count* - The maximum number of MAC addresses that can be learned on a port. (Range: 0 - 1024, where 0 means disabled)

Default Setting

- Status: Disabled
- Action: None
- Maximum Addresses: 0

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- If you enable port security, the switch stops learning new MAC addresses on the specified port when it has reached a configured maximum number. Only incoming traffic with source addresses already stored in the dynamic or static address table will be accepted.
- First use the **port security max-mac-count** command to set the number of addresses, and then use the **port security** command to enable security on the port.
- Use the **no port security max-mac-count** command to disable port security and reset the maximum number of addresses to the default.
- You can also manually add secure addresses with the **mac-address-table static** command.
- A secure port has the following restrictions:
  - Cannot use port monitoring.
  - Cannot be a multi-VLAN port.
  - Cannot be connected to a network interconnection device.
  - Cannot be a trunk port.
- If a port is disabled due to a security violation, it must be manually re-enabled using the **no shutdown** command.

Example

The following example enables port security for port 5, and sets the response to a security violation to issue a trap message:

```
Console(config)#interface ethernet 1/5
Console(config-if)#port security action trap
```

Related Commands

shutdown (4-174)
mac-address-table static (4-199)
show mac-address-table (4-201)

802.1X Port Authentication

The switch supports IEEE 802.1X (dot1x) port-based access control that prevents unauthorized access to the network by requiring users to first submit credentials for authentication. Client authentication is controlled centrally by a RADIUS server using EAP (Extensible Authentication Protocol).

Table 4-32 802.1X Port Authentication Commands

Command	Function	Mode	Page
dot1x system-auth-control	Enables dot1x globally on the switch.	GC	4-108
dot1x default	Resets all dot1x parameters to their default values	GC	4-108
dot1x max-req	Sets the maximum number of times that the switch retransmits an EAP request/identity packet to the client before it times out the authentication session	IC	4-108
dot1x port-control	Sets dot1x mode for a port interface	IC	4-109
dot1x operation-mode	Allows single or multiple hosts on an dot1x port	IC	4-110
dot1x re-authenticate	Forces re-authentication on specific ports	PE	4-111
dot1x re-authentication	Enables re-authentication for all ports	IC	4-111
dot1x timeout quiet-period	Sets the time that a switch port waits after the Max Request Count has been exceeded before attempting to acquire a new client	IC	4-112
dot1x timeout re-authperiod	Sets the time period after which a connected client must be re-authenticated	IC	4-112
dot1x timeout tx-period	Sets the time period during an authentication session that the switch waits before re-transmitting an EAP packet	IC	4-113
show dot1x	Shows all dot1x related information	PE	4-113

dot1x system-auth-control

This command enables IEEE 802.1X port authentication globally on the switch. Use the **no** form to restore the default.

Syntax

[**no**] **dot1x system-auth-control**

Default Setting

Disabled

Command Mode

Global Configuration

Example

```
Console(config)#dot1x system-auth-control
Console(config)#
```

dot1x default

This command sets all configurable dot1x global and port settings to their default values.

Command Mode

Global Configuration

Example

```
Console(config)#dot1x default
Console(config)#
```

dot1x max-req

This command sets the maximum number of times the switch port will retransmit an EAP request/identity packet to the client before it times out the authentication session. Use the **no** form to restore the default.

Syntax

dot1x max-req *count*
no dot1x max-req

count – The maximum number of requests (Range: 1-10)

Default

2

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x max-req 2
Console(config-if)#
```

dot1x port-control

This command sets the dot1x mode on a port interface. Use the **no** form to restore the default.

Syntax

dot1x port-control {**auto** | **force-authorized** | **force-unauthorized**}
no dot1x port-control

- **auto** – Requires a dot1x-aware connected client to be authorized by the RADIUS server. Clients that are not dot1x-aware will be denied access.
- **force-authorized** – Configures the port to grant access to all clients, either dot1x-aware or otherwise.
- **force-unauthorized** – Configures the port to deny access to all clients, either dot1x-aware or otherwise.

Default

force-authorized

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x port-control auto
Console(config-if)#
```

dot1x operation-mode

This command allows single or multiple hosts (clients) to connect to an 802.1X-authorized port. Use the **no** form with no keywords to restore the default to single host. Use the **no** form with the **multi-host max-count** keywords to restore the default maximum count.

Syntax

dot1x operation-mode {**single-host** | **multi-host** [**max-count** *count*]}

no dot1x operation-mode [**multi-host max-count**]

- **single-host** – Allows only a single host to connect to this port.
- **multi-host** – Allows multiple host to connect to this port.
- **max-count** – Keyword for the maximum number of hosts.
  count – The maximum number of hosts that can connect to a port. (Range: 1-1024; Default: 5)

Default

Single-host

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- The "max-count" parameter specified by this command is only effective if the dot1x mode is set to "auto" by the dot1x port-control command (page 4-105).
- In "multi-host" mode, only one host connected to a port needs to pass authentication for all other hosts to be granted network access. Similarly, a port can become unauthorized for all hosts if one attached host fails re-authentication or sends an EAPOL logoff message.

Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x operation-mode multi-host max-count 10
Console(config-if)#
```

dot1x re-authenticate

This command forces re-authentication on all ports or a specific interface.

Syntax

dot1x re-authenticate [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)

Command Mode

Privileged Exec

Example

```
Console#dot1x re-authenticate
Console#
```

dot1x re-authentication

This command enables periodic re-authentication for a specified port. Use the **no** form to disable re-authentication.

Syntax

[**no**] **dot1x re-authentication**

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x re-authentication
Console(config-if)#
```

dot1x timeout quiet-period

This command sets the time that a switch port waits after the Max Request Count has been exceeded before attempting to acquire a new client. Use the **no** form to reset the default.

Syntax

dot1x timeout quiet-period *seconds*
no dot1x timeout quiet-period

seconds - The number of seconds. (Range: 1-65535)

Default

60 seconds

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x timeout quiet-period 350
Console(config-if)#
```

dot1x timeout re-authperiod

This command sets the time period after which a connected client must be re-authenticated.

Syntax

dot1x timeout re-authperiod *seconds*
no dot1x timeout re-authperiod

seconds - The number of seconds. (Range: 1-65535)

Default

3600 seconds

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x timeout re-authperiod 300
Console(config-if)#
```

dot1x timeout tx-period

This command sets the time that an interface on the switch waits during an authentication session before re-transmitting an EAP packet. Use the **no** form to reset to the default value.

Syntax

dot1x timeout tx-period *seconds*
no dot1x timeout tx-period

seconds - The number of seconds. (Range: 1-65535)

Default

30 seconds

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

```
Console(config)#interface eth 1/2
Console(config-if)#dot1x timeout tx-period 300
Console(config-if)#
```

show dot1x

This command shows general port authentication related settings on the switch or a specific interface.

Syntax

show dot1x [**statistics**] [**interface** *interface*]

- **statistics** - Displays dot1x status for each port.
- *interface*
  - **ethernet** *unit*/*port*
    - *unit* - This is unit 1.
    - *port* - Port number. (Range: 1-8)

Command Mode

Privileged Exec

Command Usage

This command displays the following information:

- *Global 802.1X Parameters* – Shows whether or not 802.1X port authentication is globally enabled on the switch.
- *802.1X Port Summary* – Displays the port access control parameters for each interface that has enabled 802.1X, including the following items:
  - Status – Administrative state for port access control.
  - Operation Mode–Allows single or multiple hosts (page 4-110).
  - Mode – Dot1x port control mode (page 4-109).
  - Authorized – Authorization status (yes or n/a - not authorized).
- *802.1X Port Details* – Displays the port access control parameters for each interface, including the following items:
  - reauth-enabled – Periodic re-authentication (page 4-111).
  - reauth-period – Time after which a connected client must be re-authenticated (page 4-112).
  - quiet-period – Time a port waits after Max Request Count is exceeded before attempting to acquire a new client (page 4-112).
  - tx-period – Time a port waits during authentication session before re-transmitting EAP packet (page 4-113).
  - supplicant-timeout– Supplicant timeout.
  - server-timeout – Server timeout.
  - reauth-max – Maximum number of reauthentication attempts.
  - max-req – Maximum number of times a port will retransmit an EAP request/identity packet to the client before it times out the authentication session (page 4-108).
  - Status – Authorization status (authorized or not).

- Operation Mode– Shows if single or multiple hosts (clients) can connect to an 802.1X-authorized port.
- Max Count – The maximum number of hosts allowed to access this port (page 4-110).
- Port-control – Shows the dot1x mode on a port as auto, force-authorized, or force-unauthorized (page 4-109).
- Supplicant – MAC address of authorized client.
- Current Identifier– The integer (0-255) used by the Authenticator to identify the current authentication session.

• *Authenticator State Machine*
- State – Current state (including initialize, disconnected, connecting, authenticating, authenticated, aborting, held, force_authorized, force_unauthorized).
- Reauth Count – Number of times connecting state is re-entered.

• *Backend State Machine*
- State – Current state (including request, response, success, fail, timeout, idle, initialize).
- Request Count – Number of EAP Request packets sent to the Supplicant without receiving a response.
- Identifier(Server)– Identifier carried in the most recent EAP Success, Failure or Request packet received from the Authentication Server.

• *Reauthentication State Machine*
- State – Current state (including initialize, reauthenticate).

Example

```
Console#show dot1x
Global 802.1X Parameters
 system-auth-control: enable

802.1X Port Summary

Port Name  Status        Operation Mode   Mode              Authorized
1/1        disabled        Single-Host      ForceAuthorized     n/a
1/2        disabled        Single-Host      ForceAuthorized     n/a
:
1/7        disabled        Single-Host      ForceAuthorized     yes
1/8        enabled         Single-Host      Auto                yes


802.1X Port Details

802.1X is enabled on port 1/1
:

802.1X is enabled on port 8
reauth-enabled:       Enable
reauth-period:        3600
quiet-period:         60
tx-period:            30
supplicant-timeout:   30
server-timeout:       10
reauth-max:           2
max-req:              2
Status                Authorized
Operation mode        Multi-Host
Max count             5
Port-control          Auto
Supplicant            00-e0-29-94-34-65
Current Identifier    3

Authenticator State Machine
State               Authenticated
Reauth Count        0

Backend State Machine
State               Idle
Request Count       0
Identifier(Server)  2

Reauthentication State Machine
State               Initialize

Console#
```

Access Control List Commands

Access Control Lists (ACL) provide packet filtering for IP frames (based on address, protocol, Layer 4 protocol port number or TCP control code) or any frames (based on MAC address or Ethernet type). To filter packets, first create an access list, add the required rules, specify a mask to modify the precedence in which the rules are checked, and then bind the list to a specific port.

Access Control Lists

An ACL is a sequential list of permit or deny conditions that apply to IP addresses, MAC addresses, or other more specific criteria. This switch tests ingress or egress packets against the conditions in an ACL one by one. A packet will be accepted as soon as it matches a permit rule, or dropped as soon as it matches a deny rule. If no rules match for a list of all permit rules, the packet is dropped; and if no rules match for a list of all deny rules, the packet is accepted.

There are three filtering modes:

- Standard IP ACL mode (STD-ACL) filters packets based on the source IP address.
- Extended IP ACL mode (EXT-ACL) filters packets based on source or destination IP address, as well as protocol type and protocol port number. If the TCP protocol is specified, then you can also filter packets based on the TCP control code.
- MAC ACL mode (MAC-ACL) filters packets based on the source or destination MAC address and the Ethernet frame type (RFC 1060).

The following restrictions apply to ACLs:

- This switch supports ACLs for both ingress and egress filtering. However, you can only bind one IP ACL and one MAC ACL to any port for ingress filtering, and one IP ACL and one MAC ACL to any port for egress filtering. In other words, only four ACLs can be bound

to an interface – Ingress IP ACL, Egress IP ACL, Ingress MAC ACL and Egress MAC ACL.

- When an ACL is bound to an interface as an egress filter, all entries in the ACL must be deny rules. Otherwise, the bind operation will fail.
- Each ACL can have up to 32 rules.
- The maximum number of ACLs is also 32.
- However, due to resource restrictions, the average number of rules bound the ports should not exceed 20.
- You must configure a mask for an ACL rule before you can bind it to a port or set the queue or frame priorities associated with the rule.
- The switch does not support the explicit "deny any any" rule for the egress IP ACL or the egress MAC ACLs. If these rules are included in ACL, and you attempt to bind the ACL to an interface for egress checking, the bind operation will fail.
- Egress MAC ACLs only work for destination-mac-known packets, not for multicast, broadcast, or destination-mac-unknown packets.

The order in which active ACLs are checked is as follows:

1. User-defined rules in the Egress MAC ACL for egress ports.
2. User-defined rules in the Egress IP ACL for egress ports.
3. User-defined rules in the Ingress MAC ACL for ingress ports.
4. User-defined rules in the Ingress IP ACL for ingress ports.
5. Explicit default rule (permit any any) in the ingress IP ACL for ingress ports.
6. Explicit default rule (permit any any) in the ingress MAC ACL for ingress ports.
7. If no explicit rule is matched, the implicit default is permit all.

Masks for Access Control Lists

You must specify masks that control the order in which ACL rules are checked. The switch includes two system default masks that pass/filter packets matching the permit/deny the rules specified in an ingress ACL. You can also configure up to seven user-defined masks for an ACL. A mask must be bound exclusively to one of the basic ACL types (i.e., Ingress

IP ACL, Egress IP ACL, Ingress MAC ACL or Egress MAC ACL), but a mask can be bound to up to four ACLs of the same type.

Table 4-33 Access Control List Commands

Command Groups	Function	Page
IP ACLs	Configures ACLs based on IP addresses, TCP/ UDP port number, protocol type, and TCP control code	4-119
MAC ACLs	Configures ACLs based on hardware addresses, packet format, and Ethernet type	4-137
ACL Information	Displays ACLs and associated rules; shows ACLs assigned to each port	4-149

IP ACLs

Table 4-34 IP ACL Commands

Command	Function	Mode	Page
access-list ip	Creates an IP ACL and enters configuration mode for standard or extended IP ACLs	GC	4-120
access-list ip extended fragment-auto-mask	Automatically creates extra masks to support fragmented ACL entries	GC	4-120
permit, deny	Filters packets matching a specified source IP address	STD-ACL	4-122
permit, deny	Filters packets meeting the specified criteria, including source and destination IP address, TCP/UDP port number, protocol type, and TCP control code	EXT-ACL	4-123
show ip access-list	Displays the rules for configured IP ACLs	PE	4-126
access-list ip mask-precedence	Changes to the IP Mask mode used to configure access control masks	GC	4-126
mask	Sets a precedence mask for the ACL rules	IP-Mask	4-128

Table 4-34 IP ACL Commands (Continued)

Command	Function	Mode	Page
show access-list ip mask-precedence	Shows the ingress or egress rule masks for IP ACLs	PE	4-131
ip access-group	Adds a port to an IP ACL	IC	4-132
show ip access-group	Shows port assignments for IP ACLs	PE	4-132
map access-list ip	Sets the CoS value and corresponding output queue for packets matching an ACL rule	IC	4-133
show map access-list ip	Shows CoS value mapped to an access list for an interface	PE	4-134
match access-list ip	Changes the 802.1p priority, IP Precedence, or DSCP Priority of a frame matching the defined rule (i.e., also called packet marking)	IC	4-135
show marking	Displays the current configuration for packet marking	PE	4-136

access-list ip

This command adds an IP access list and enters configuration mode for standard or extended IP ACLs. Use the **no** form to remove the specified ACL.

Syntax

[**no**] **access-list ip** {**standard** | **extended**} *acl_name*

- **standard** – Specifies an ACL that filters packets based on the source IP address.
- **extended** – Specifies an ACL that filters packets based on the source or destination IP address, and other more specific criteria.
- *acl_name* – Name of the ACL. (Maximum length: 16 characters)

Default Setting

None

Command Mode

Global Configuration

Command Usage

- An egress ACL must contain all deny rules.
- When you create a new ACL or enter configuration mode for an existing ACL, use the **permit** or **deny** command to add new rules to the bottom of the list. To create an ACL, you must add at least one rule to the list.
- To remove a rule, use the **no permit** or **no deny** command followed by the exact text of a previously configured rule.
- An ACL can contain up to 32 rules.

Example

```
Console(config)#access-list ip standard david
Console(config-std-acl)#
```

Related Commands

permit, deny 4-122
ip access-group (4-132)
show ip access-list (4-126)

access-list ip extended fragment-auto-mask

This command automatically creates extra masks to support fragmented ACL entries. Use the **no** form to disable this feature.

Syntax

[**no**] **access-list ip extended fragment-auto-mask**

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

If this feature is disabled, fragmented packets will not be matched by any ACL rule, and will be handled according to the default permit or deny rule.

Example

```
Console(config)#tacacs-list ip extended fragment-auto-mask
Console(config)#
```

permit, **deny** (Standard ACL)

This command adds a rule to a Standard IP ACL. The rule sets a filter condition for packets emanating from the specified source. Use the **no** form to remove a rule.

Syntax

[**no**] {**permit** | **deny**} {**any** | *source bitmask* | **host** *source*}

- **any** – Any source IP address.
- *source* – Source IP address.
- *bitmask* – Decimal number representing the address bits to match.
- **host** – Keyword followed by a specific IP address.

Default Setting

None

Command Mode

Standard ACL

Command Usage

- New rules are appended to the end of the list.
- Address bitmasks are similar to a subnet mask, containing four integers from 0 to 255, each separated by a period. The binary mask uses 1 bits to indicate "match" and 0 bits to indicate "ignore." The bitmask is bitwise ANDed with the specified source IP address, and then compared with the address for each IP packet entering the port(s) to which this ACL has been assigned.

Example

This example configures one permit rule for the specific address 10.1.1.21 and another rule for the address range 168.92.16.x – 168.92.31.x using a bitmask.

```
Console(config-std-acl)#permit host 10.1.1.21
Console(config-std-acl)#permit 168.92.16.0 255.255.240.0
Console(config-std-acl)#
```

Related Commands

access-list ip (4-120)

permit, **deny** (Extended ACL)

This command adds a rule to an Extended IP ACL. The rule sets a filter condition for packets with specific source or destination IP addresses, protocol types, source or destination protocol ports, or TCP control codes. Use the **no** form to remove a rule.

Syntax

[**no**] {**permit | deny**} [*protocol-number* | **udp**]
{**any** | *source address-bitmask* | **host** *source*}
{**any** | *destination address-bitmask* | **host** *destination*}
[**precedence** *precedence*] [**tos** *tos*] [**dscp** *dscp*]
[**source-port** *sport* [*bitmask*]] [**destination-port** *dport* [*port-bitmask*]]

[**no**] {**permit | deny**} **tcp**
{**any** | *source address-bitmask* | **host** *source*}
{**any** | *destination address-bitmask* | **host** *destination*}
[**precedence** *precedence*] [**tos** *tos*] [**dscp** *dscp*]
[**source-port** *sport* [*bitmask*]] [**destination-port** *dport* [*port-bitmask*]]
[**control-flag** *control-flags flag-bitmask*]

- *protocol-number* – A specific protocol number. (Range: 0-255)
- *source* – Source IP address.
- *destination* – Destination IP address.
- *address-bitmask* – Decimal number representing the address bits to match.
- **host** – Keyword followed by a specific IP address.
- *precedence* – IP precedence level. (Range: 0-7)

- *tos* – Type of Service level. (Range: 0-15)
- *dscp* – DSCP priority level. (Range: 0-63)
- *sport* – Protocol[25] source port number. (Range: 0-65535)
- *dport* – Protocol destination port number. (Range: 0-65535)
- *port-bitmask* – Decimal number representing the port bits to match. (Range: 0-65535)
- *control-flags* – Decimal number (representing a bit string) that specifies flag bits in byte 14 of the TCP header. (Range: 0-63)
- *flag-bitmask* – Decimal number representing the code bits to match.

Default Setting

None

Command Mode

Extended ACL

Command Usage

- All new rules are appended to the end of the list.
- Address bitmasks are similar to a subnet mask, containing four integers from 0 to 255, each separated by a period. The binary mask uses 1 bits to indicate "match" and 0 bits to indicate "ignore." The bitmask is bitwise ANDed with the specified source IP address, and then compared with the address for each IP packet entering the port(s) to which this ACL has been assigned.
- You can specify both Precedence and ToS in the same rule. However, if DSCP is used, then neither Precedence nor ToS can be specified.
- The control-code bitmask is a decimal number (representing an equivalent bit mask) that is applied to the control code. Enter a decimal number, where the equivalent binary bit "1" means to match a bit and "0" means to ignore a bit. The following bits may be specified:
  - 1 (fin) – Finish
  - 2 (syn) – Synchronize
  - 4 (rst) – Reset
  - 8 (psh) – Push

25. Includes TCP, UDP or other protocol types.

- 16 (ack) – Acknowledgement
- 32 (urg) – Urgent pointer

For example, use the code value and mask below to catch packets with the following flags set:

- SYN flag valid, use "control-code 2 2"
- Both SYN and ACK valid, use "control-code 18 18"
- SYN valid and ACK invalid, use "control-code 2 18"

Example

This example accepts any incoming packets if the source address is within subnet 10.7.1.x. For example, if the rule is matched; i.e., the rule (10.7.1.0 & 255.255.255.0) equals the masked address (10.7.1.2 & 255.255.255.0), the packet passes through.

```
Console(config-ext-acl)#permit 10.7.1.1 255.255.255.0 any
Console(config-ext-acl)#
```

This allows TCP packets from class C addresses 192.168.1.0 to any destination address when set for destination TCP port 80 (i.e., HTTP).

```
Console(config-ext-acl)#permit 192.168.1.0 255.255.255.0 any
  destination-port 80
Console(config-ext-acl)#
```

This permits all TCP packets from class C addresses 192.168.1.0 with the TCP control code set to "SYN."

```
Console(config-ext-acl)#permit tcp 192.168.1.0 255.255.255.0 any
  control-flag 2 2
Console(config-ext-acl)#
```

Related Commands

access-list ip (4-120)

show ip access-list

This command displays the rules for configured IP ACLs.

Syntax

show ip access-list {**standard** | **extended**} [*acl_name*]

- **standard** – Specifies a standard IP ACL.
- **extended** – Specifies an extended IP ACL.
- *acl_name* – Name of the ACL. (Maximum length: 16 characters)

Command Mode

Privileged Exec

Example

```
Console#show ip access-list standard
IP standard access-list david:
  permit host 10.1.1.21
  permit 168.92.0.0 255.255.15.0
Console#
```

Related Commands

permit, deny 4-122
ip access-group (4-132)

access-list ip mask-precedence

This command changes to the IP Mask mode used to configure access control masks. Use the **no** form to delete the mask table.

Syntax

[**no**] **access-list ip mask-precedence** {**in** | **out**}

- **in** – Ingress mask for ingress ACLs.
- **out** – Egress mask for egress ACLs.

Default Setting

Default system mask: Filter inbound packets according to specified IP ACLs.

Command Mode

Global Configuration

Command Usage

- A mask can only be used by all ingress ACLs or all egress ACLs.
- The precedence of the ACL rules applied to a packet is not determined by order of the rules, but instead by the order of the masks; i.e., the first mask that matches a rule will determine the rule that is applied to a packet.
- You must configure a mask for an ACL rule before you can bind it to a port or set the queue or frame priorities associated with the rule.

Example

```
Console(config)#access-list ip mask-precedence in
Console(config-ip-mask-acl)#
```

Related Commands

mask (IP ACL) (4-128)
ip access-group (4-132)

mask (IP ACL)

This command defines a mask for IP ACLs. This mask defines the fields to check in the IP header. Use the **no** form to remove a mask.

Syntax

[**no**] **mask** [**protocol**]
{**any** | **host** | *source-bitmask*}
{**any** | **host** | *destination-bitmask*}
[**precedence**] [**tos**] [**dscp**]
[**source-port** [*port-bitmask*]] [**destination-port** [*port-bitmask*/]
[**control-flag** [*flag-bitmask*]]

- **protocol** – Check the protocol field.
- **any** – Any address will be matched.
- **host** – The address must be for a host device, not a subnetwork.
- *source-bitmask* – Source address of rule must match this bitmask.
- *destination-bitmask* – Destination address of rule must match this bitmask.
- **precedence** – Check the IP precedence field.
- **tos** – Check the TOS field.
- **dscp** – Check the DSCP field.
- **source-port** – Check the protocol source port field.
- **destination-port** – Check the protocol destination port field.
- *port-bitmask* – Protocol port of rule must match this bitmask. (Range: 0-65535)
- **control-flag** – Check the field for control flags.
- *flag-bitmask* – Control flags of rule must match this bitmask. (Range: 0-63)

Default Setting

None

Command Mode

IP Mask

Command Usage

- Packets crossing a port are checked against all the rules in the ACL until a match is found. The order in which these packets are checked is determined by the mask, and not the order in which the ACL rules were entered.
- First create the required ACLs and ingress or egress masks before mapping an ACL to an interface.
- If you enter **dscp**, you cannot enter **tos** or **precedence**. You can enter both **tos** and **precedence** without **dscp**.
- Masks that include an entry for a Layer 4 protocol source port or destination port can only be applied to packets with a header length of exactly five bytes.

Example

This example creates an IP ingress mask with two rules. Each rule is checked in order of precedence to look for a match in the ACL entries. The first entry matching a mask is applied to the inbound packet.

```
Console(config)#access-list ip mask-precedence in
Console(config-ip-mask-acl)#mask host any
Console(config-ip-mask-acl)#mask 255.255.255.0 any
Console(config-ip-mask-acl)#
```

This shows that the entries in the mask override the precedence in which the rules are entered into the ACL. In the following example, packets with the source address 10.1.1.1 are dropped because the "deny 10.1.1.1 255.255.255.255" rule has the higher precedence according the "mask host any" entry.

```
Console(config)#access-list ip standard A2
Console(config-std-acl)#permit 10.1.1.0 255.255.255.0
Console(config-std-acl)#deny 10.1.1.1 255.255.255.255
Console(config-std-acl)#exit
Console(config)#access-list ip mask-precedence in
Console(config-ip-mask-acl)#mask host any
Console(config-ip-mask-acl)#mask 255.255.255.0 any
Console(config-ip-mask-acl)#
```

This shows how to create a standard ACL with an ingress mask to deny access to the IP host 171.69.198.102, and permit access to any others.

```
Console(config)#access-list ip standard A2
Console(config-std-acl)#permit any
Console(config-std-acl)#deny host 171.69.198.102
Console(config-std-acl)#end
Console#show access-list
IP standard access-list A2:
  deny host 171.69.198.102
  permit any
Console#configure
Console(config)#access-list ip mask-precedence in
Console(config-ip-mask-acl)#mask host any
Console(config-ip-mask-acl)#exit
Console(config)#interface ethernet 1/1
Console(config-if)#ip access-group A2 in
Console(config-if)#end
Console#show access-list
IP standard access-list A2:
  deny host 171.69.198.102
  permit any
Console#
```

This shows how to create an extended ACL with an egress mask to drop packets leaving network 171.69.198.0 when the Layer 4 source port is 23.

```
Console(config)#access-list ip extended A3
Console(config-ext-acl)#deny host 171.69.198.5 any
Console(config-ext-acl)#deny 171.69.198.0 255.255.255.0 any
source-port 23
Console(config-ext-acl)#end
Console#show access-list
IP extended access-list A3:
  deny host 171.69.198.5 any
  deny 171.69.198.0 255.255.255.0 any source-port 23
Console#config
Console(config)#access-list ip mask-precedence out
Console(config-ip-mask-acl)#mask 255.255.255.0 any source-port
Console(config-ip-mask-acl)#exit
Console(config)#interface ethernet 1/15
Console(config-if)#ip access-group A3 out
Console(config-if)#end
Console#show access-list
IP extended access-list A3:
  deny 171.69.198.0 255.255.255.0 any source-port 23
  deny host 171.69.198.5 any
IP egress mask ACL:
  mask 255.255.255.0 any source-port
Console#
```

This is a more comprehensive example. It denies any TCP packets in which the SYN bit is ON, and permits all other packets. It then sets the ingress mask to check the deny rule first, and finally binds port 1 to this ACL. Note that once the ACL is bound to an interface (i.e., the ACL is active), the order in which the rules are displayed is determined by the associated mask.

```
Switch(config)#access-list ip extended 6
Switch(config-ext-acl)#permit any any
Switch(config-ext-acl)#deny tcp any any control-flag 2 2
Switch(config-ext-acl)#end
Console#show access-list
IP extended access-list A6:
  permit any any
  deny tcp any any control-flag 2 2
Console#configure
Switch(config)#access-list ip mask-precedence in
Switch(config-ip-mask-acl)#mask protocol any any control-flag 2
Switch(config-ip-mask-acl)#end
Console#show access-list
IP extended access-list A6:
  permit any any
  deny tcp any any control-flag 2 2
IP ingress mask ACL:
  mask protocol any any control-flag 2
Console#configure
Console(config)#interface ethernet 1/1
Console(config-if)#ip access-group A6 in
Console(config-if)#end
Console#show access-list
IP extended access-list A6:
  deny tcp any any control-flag 2 2
  permit any any
IP ingress mask ACL:
  mask protocol any any control-flag 2
Console#
```

show access-list ip mask-precedence

This command shows the ingress or egress rule masks for IP ACLs.

Syntax

show access-list ip mask-precedence [**in** | **out**]

- **in** – Ingress mask precedence for ingress ACLs.
- **out** – Egress mask precedence for egress ACLs.

Command Mode

Privileged Exec

Example

```
Console#show access-list ip mask-precedence
IP ingress mask ACL:
  mask host any
  mask 255.255.255.0 any
Console#
```

Related Commands

mask (IP ACL) (4-128)

ip access-group

This command binds a port to an IP ACL. Use the **no** form to remove the port.

Syntax

[**no**] **ip access-group** *acl_name* {**in** | **out**}

- *acl_name* – Name of the ACL. (Maximum length: 16 characters)
- **in** – Indicates that this list applies to ingress packets.
- **out** – Indicates that this list applies to egress packets.

Default Setting

None

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- A port can only be bound to one ACL.
- If a port is already bound to an ACL and you bind it to a different ACL, the switch will replace the old binding with the new one.
- You must configure a mask for an ACL rule before you can bind it to a port.

Example

```
Console(config)#int eth 1/2
Console(config-if)#ip access-group standard david in
Console(config-if)#
```

Related Commands

show ip access-list (4-126)

show ip access-group

This command shows the ports assigned to IP ACLs.

Command Mode

Privileged Exec

Example

```
Console#show ip access-group
Interface ethernet 1/2
 IP standard access-list david
Console#
```

Related Commands

ip access-group (4-132)

map access-list ip

This command sets the output queue for packets matching an ACL rule. The specified CoS value is only used to map the matching packet to an output queue; it is not written to the packet itself. Use the **no** form to remove the CoS mapping.

Syntax

[**no**] **map access-list ip** *acl_name* **cos** *cos-value*

- *acl_name* – Name of the ACL. (Maximum length: 16 characters)
- *cos-value* – CoS value. (Range: 0-7)

Default Setting

None

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- You must configure an ACL mask before you can map CoS values to the rule.
- A packet matching a rule within the specified ACL is mapped to one of the output queues as shown in the following table. For information on mapping the CoS values to output queues, see **queue cos-map** on page 4-256.

Table 4-35 Egress Queue Priority Mapping

Priority	0	1	2	3	4	5	6	7
Queue	1	2	0	3	4	5	6	7

Example

```
Console(config)#interface ethernet 1/2
Console(config-if)#map access-list ip bill cos 0
Console(config-if)#
```

Related Commands

queue cos-map (4-256)
show map access-list ip (4-134)

show map access-list ip

This command shows the CoS value mapped to an IP ACL for the current interface. (The CoS value determines the output queue for packets matching an ACL rule.)

Syntax

show map access-list ip [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is device 1.
  - *port* - Port number. (Range: 1-8)

Command Mode

Privileged Exec

Example

```
Console#show map access-list ip
Access-list to COS of Eth 1/4
 Access-list ALS1 cos 0
Console#
```

Related Commands

map access-list ip (4-133)

match access-list ip

This command changes the IEEE 802.1p priority, IP Precedence, or DSCP Priority of a frame matching the defined ACL rule. (This feature is commonly referred to as ACL packet marking.) Use the **no** form to remove the ACL marker.

Syntax

match access-list ip *acl_name*
[**set priority** *priority*] {**set tos** *tos_value* | **set dscp** *dscp_value*}
no match access-list ip *acl_name*

- *acl_name* – Name of the ACL. (Maximum length: 16 characters)
- *priority* – Class of Service value in the IEEE 802.1p priority tag. (Range: 0-7; 7 is the highest priority)
- *tos_value* – IP Precedence value. (Range: 0-7)
- *dscp_value* – Differentiated Services Code Point value. (Range: 0-63)

Default Setting

None

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- You must configure an ACL mask before you can change frame priorities based on an ACL rule.
- Traffic priorities may be included in the IEEE 802.1p priority tag. This tag is also incorporated as part of the overall IEEE 802.1Q VLAN tag. To specify this priority, use the **set priority** keywords.

- The IP frame header also includes priority bits in the Type of Service (ToS) octet. The Type of Service octet may contain three bits for IP Precedence or six bits for Differentiated Services Code Point (DSCP) service. To specify the IP precedence priority, use the **set tos** keywords. To specify the DSCP priority, use the **set dscp** keywords. Note that the IP frame header can include either the IP Precedence or DSCP priority type.
- The precedence for priority mapping by this switch is IP Precedence or DSCP Priority, and then 802.1p priority.

Example

```
Console(config)#interface ethernet 1/12
Console(config-if)#match access-list ip bill set dscp 0
Console(config-if)#
```

Related Commands

show marking (4-136)

show marking

This command displays the current configuration for packet marking.

Command Mode

Privileged Exec

Example

```
Console#show marking
Interface ethernet 1/12
 match access-list IP bill set DSCP 0
 match access-list MAC a set priority 0
Console#
```

Related Commands

match access-list ip (4-135)

MAC ACLs

Table 4-36 MAC ACL Commands

Command	Function	Mode	Page
access-list mac	Creates a MAC ACL and enters configuration mode	GC	4-138
permit, deny	Filters packets matching a specified source and destination address, packet format, and Ethernet type	MAC-ACL	4-139
show mac access-list	Displays the rules for configured MAC ACLs	PE	4-141
access-list mac mask-precedence	Changes to the mode for configuring access control masks	GC	4-141
mask	Sets a precedence mask for the ACL rules	MAC-Mask	4-142
show access-list mac mask-precedence	Shows the ingress or egress rule masks for MAC ACLs	PE	4-144
mac access-group	Adds a port to a MAC ACL	IC	4-145
show mac access-group	Shows port assignments for MAC ACLs	PE	4-145
map access-list mac	Sets the CoS value and corresponding output queue for packets matching an ACL rule	IC	4-146
show map access-list mac	Shows CoS value mapped to an access list for an interface	PE	4-147
match access-list mac	Changes the 802.1p priority of a frame matching the defined rule (i.e., also called packet marking)	IC	4-148
show marking	Displays the current configuration for packet marking	PE	4-136

access-list mac

This command adds a MAC access list and enters MAC ACL configuration mode. Use the **no** form to remove the specified ACL.

Syntax

[**no**] **access-list mac** *acl_name*

acl_name – Name of the ACL. (Maximum length: 16 characters)

Default Setting

None

Command Mode

Global Configuration

Command Usage

- An egress ACL must contain all deny rules.
- When you create a new ACL or enter configuration mode for an existing ACL, use the **permit** or **deny** command to add new rules to the bottom of the list. To create an ACL, you must add at least one rule to the list.
- To remove a rule, use the **no permit** or **no deny** command followed by the exact text of a previously configured rule.
- An ACL can contain up to 32 rules.

Example

```
Console(config)#access-list mac jerry
Console(config-mac-acl)#
```

Related Commands

permit, deny (4-139)
mac access-group (4-145)
show mac access-list (4-141)

permit, deny (MAC ACL)

This command adds a rule to a MAC ACL. The rule filters packets matching a specified MAC source or destination address (i.e., physical layer address), or Ethernet protocol type. Use the **no** form to remove a rule.

Syntax

[**no**] {**permit** | **deny**}
{**any** | **host** *source* | *source address-bitmask*}
{**any** | **host** *destination* | *destination address-bitmask*}
[**vid** *vid vid-bitmask*] [**ethertype** *protocol* [*protocol-bitmask*]]

Note:- The default is for Ethernet II packets.

[**no**] {**permit** | **deny**} **tagged-eth2**
{**any** | **host** *source* | *source address-bitmask*}
{**any** | **host** *destination* | *destination address-bitmask*}
[**vid** *vid vid-bitmask*] [**ethertype** *protocol* [*protocol-bitmask*]]

[**no**] {**permit** | **deny**} **untagged-eth2**
{**any** | **host** *source* | *source address-bitmask*}
{**any** | **host** *destination* | *destination address-bitmask*}
[**ethertype** *protocol* [*protocol-bitmask*]]

[**no**] {**permit** | **deny**} **tagged-802.3**
{**any** | **host** *source* | *source address-bitmask*}
{**any** | **host** *destination* | *destination address-bitmask*}
[**vid** *vid vid-bitmask*]

[**no**] {**permit** | **deny**} **untagged-802.3**
{**any** | **host** *source* | *source address-bitmask*}
{**any** | **host** *destination* | *destination address-bitmask*}

- **tagged-eth2** – Tagged Ethernet II packets.
- **untagged-eth2** – Untagged Ethernet II packets.
- **tagged-802.3** – Tagged Ethernet 802.3 packets.
- **untagged-802.3** – Untagged Ethernet 802.3 packets.
- **any** – Any MAC source or destination address.
- **host** – A specific MAC address.
- *source* – Source MAC address.
- *destination* – Destination MAC address range with bitmask.

- *address-bitmask*[26] – Bitmask for MAC address (in hexidecimal format).
- vid – VLAN ID. (Range: 1-4094)
- *vid-bitmask* – VLAN bitmask. (Range: 1-4094)
- *protocol* – A specific Ethernet protocol number. (Range: 600-fff hex.)
- *protocol-bitmask* – Protocol bitmask. (Range: 600-fff hex.)

Default Setting

None

Command Mode

MAC ACL

Command Usage

- New rules are added to the end of the list.
- The **ethertype** option can only be used to filter Ethernet II formatted packets.
- A detailed listing of Ethernet protocol types can be found in RFC 1060. A few of the more common types include the following:
  - 0800 - IP
  - 0806 - ARP
  - 8137 - IPX

Example

This rule permits packets from any source MAC address to the destination address 00-e0-29-94-34-de where the Ethernet type is 0800.

```
Console(config-mac-acl)#permit any host 00-e0-29-94-34-de
 ethertype 0800
Console(config-mac-acl)#
```

Related Commands

access-list mac (4-138)

26. For all bitmasks, "1" means care and "0" means ignore.

show mac access-list

This command displays the rules for configured MAC ACLs.

Syntax

show mac access-list [*acl_name*]

acl_name – Name of the ACL. (Maximum length: 16 characters)

Command Mode

Privileged Exec

Example

```
Console#show mac access-list
MAC access-list jerry:
  permit any 00-e0-29-94-34-de ethertype 0800
Console#
```

Related Commands

permit, deny 4-139
mac access-group (4-145)

access-list mac mask-precedence

This command changes to MAC Mask mode used to configure access control masks. Use the **no** form to delete the mask table.

Syntax

[**no**] **access-list ip mask-precedence** {**in** | **out**}

- **in** – Ingress mask for ingress ACLs.
- **out** – Egress mask for egress ACLs.

Default Setting

Default system mask: Filter inbound packets according to specified MAC ACLs.

Command Mode

Global Configuration

Command Usage

- You must configure a mask for an ACL rule before you can bind it to a port or set the queue or frame priorities associated with the rule.

- A mask can only be used by all ingress ACLs or all egress ACLs.
- The precedence of the ACL rules applied to a packet is not determined by order of the rules, but instead by the order of the masks; i.e., the first mask that matches a rule will determine the rule that is applied to a packet.

Example

```
Console(config)#access-list mac mask-precedence in
Console(config-mac-mask-acl)#
```

Related Commands

mask (MAC ACL) (4-142)
mac access-group (4-145)

mask (MAC ACL)

This command defines a mask for MAC ACLs. This mask defines the fields to check in the packet header. Use the **no** form to remove a mask.

Syntax

[**no**] **mask** [**pktformat**]
{**any** | **host** | *source-bitmask*} {**any** | **host** | *destination-bitmask*}
[**vid** [*vid-bitmask*]] [**ethertype** [*ethertype-bitmask*]]

- **pktformat** – Check the packet format field. (If this keyword must be used in the mask, the packet format must be specified in ACL rule to match.)
- **any** – Any address will be matched.
- **host** – The address must be for a single node.
- *source-bitmask* – Source address of rule must match this bitmask.
- *destination-bitmask* – Destination address of rule must match this bitmask.
- **vid** – Check the VLAN ID field.
- *vid-bitmask* – VLAN ID of rule must match this bitmask.
- **ethertype** – Check the Ethernet type field.
- *ethertype-bitmask* – Ethernet type of rule must match this bitmask.

Default Setting

None

Command Mode

MAC Mask

Command Usage

- Up to seven masks can be assigned to an ingress or egress ACL.
- Packets crossing a port are checked against all the rules in the ACL until a match is found. The order in which these packets are checked is determined by the mask, and not the order in which the ACL rules were entered.
- First create the required ACLs and inbound or outbound masks before mapping an ACL to an interface.

Example

This example shows how to create an Ingress MAC ACL and bind it to a port. You can then see that the order of the rules have been changed by the mask.

```
Console(config)#access-list mac M4
Console(config-mac-acl)#permit any any
Console(config-mac-acl)#deny tagged-eth2 00-11-11-11-11-11
  ff-ff-ff-ff-ff-ff any vid 3
Console(config-mac-acl)#end
Console#show access-list
MAC access-list M4:
  permit any any
  deny tagged-eth2 host 00-11-11-11-11-11 any vid 3
Console(config)#access-list mac mask-precedence in
Console(config-mac-mask-acl)#mask pktformat ff-ff-ff-ff-ff-ff any
  vid
Console(config-mac-mask-acl)#exit
Console(config)#interface ethernet 1/12
Console(config-if)#mac access-group M4 in
Console(config-if)#end
Console#show access-list
MAC access-list M4:
  deny tagged-eth2 host 00-11-11-11-11-11 any vid 3
  permit any any
MAC ingress mask ACL:
  mask pktformat host any vid
Console#
```

This example creates an Egress MAC ACL.

```
Console(config)#access-list mac M5
Console(config-mac-acl)#deny tagged-802.3 host 00-11-11-11-11-11 any
Console(config-mac-acl)#deny tagged-eth2 00-11-11-11-11-11
  ff-ff-ff-ff-ff-ff any vid 3 ethertype 0806
Console(config-mac-acl)#end
Console#show access-list
MAC access-list M5:
   deny tagged-802.3 host 00-11-11-11-11-11 any
   deny tagged-eth2 host 00-11-11-11-11-11 any vid 3 ethertype 0806
Console(config)#access-list mac mask-precedence out
Console(config-mac-mask-acl)#mask pktformat ff-ff-ff-ff-ff-ff any
  vid
Console(config-mac-mask-acl)#exit
Console(config)#interface ethernet 1/5
Console(config-if)#mac access-group M5 out
Console(config-if)#end
Console#show access-list
MAC access-list M5:
   deny tagged-eth2 host 00-11-11-11-11-11 any vid 3 ethertype 0806
   deny tagged-802.3 host 00-11-11-11-11-11 any
MAC ingress mask ACL:
   mask pktformat host any vid ethertype
Console#
```

show access-list mac mask-precedence

This command shows the ingress or egress rule masks for MAC ACLs.

Syntax

show access-list mac mask-precedence [**in** | **out**]

- **in** – Ingress mask precedence for ingress ACLs.
- **out** – Egress mask precedence for egress ACLs.

Command Mode

Privileged Exec

Example

```
Console#show access-list mac mask-precedence
MAC egress mask ACL:
   mask pktformat host any vid ethertype
Console#
```

Related Commands

mask (MAC ACL) (4-142)

mac access-group

This command binds a port to a MAC ACL. Use the **no** form to remove the port.

Syntax

mac access-group *acl_name* {**in** | **out**}

- *acl_name* – Name of the ACL. (Maximum length: 16 characters)
- **in** – Indicates that this list applies to ingress packets.
- **out** – Indicates that this list applies to egress packets.

Default Setting

None

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- A port can only be bound to one ACL.
- If a port is already bound to an ACL and you bind it to a different ACL, the switch will replace the old binding with the new one.
- You must configure a mask for an ACL rule before you can bind it to a port.

Example

```
Console(config)#interface ethernet 1/2
Console(config-if)#mac access-group jerry in
Console(config-if)#
```

Related Commands

show mac access-list (4-141)

show mac access-group

This command shows the ports assigned to MAC ACLs.

Command Mode

Privileged Exec

Example

```
Console#show mac access-group
Interface ethernet 1/5
 MAC access-list M5 out
Console#
```

Related Commands

mac access-group (4-145)

map access-list mac

This command sets the output queue for packets matching an ACL rule. The specified CoS value is only used to map the matching packet to an output queue; it is not written to the packet itself. Use the **no** form to remove the CoS mapping.

Syntax

[**no**] **map access-list mac** *acl_name* **cos** *cos-value*

- *acl_name* – Name of the ACL. (Maximum length: 16 characters)
- *cos-value* – CoS value. (Range: 0-7)

Default Setting

None

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- You must configure an ACL mask before you can map CoS values to the rule.
- By default, a packet matching a rule within the specified ACL is mapped to one of the output queues as shown below.

Table 4-37 Mapping CoS Values to MAC ACLs

Priority	0	1	2	3	4	5	6	7
Queue	1	2	0	3	4	5	6	7

Example

```
Console(config)#int eth 1/5
Console(config-if)#map access-list mac M5 cos 0
Console(config-if)#
```

Related Commands

queue cos-map (4-256)
show map access-list mac (4-147)

show map access-list mac

This command shows the CoS value mapped to a MAC ACL for the current interface. (The CoS value determines the output queue for packets matching an ACL rule.)

Syntax

show map access-list mac [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is device 1.
  - *port* - Port number. (Range: 1-8)

Command Mode

Privileged Exec

Example

```
Console#show map access-list mac
Access-list to COS of Eth 1/5
 Access-list M5 cos 0
Console#
```

Related Commands

map access-list mac (4-146)

match access-list mac

This command changes the IEEE 802.1p priority of a Layer 2 frame matching the defined ACL rule. (This feature is commonly referred to as ACL packet marking.) Use the **no** form to remove the ACL marker.

Syntax

match access-list mac *acl_name* **set priority** *priority*
no match access-list mac *acl_name*

- *acl_name* – Name of the ACL. (Maximum length: 16 characters)
- *priority* – Class of Service value in the IEEE 802.1p priority tag. (Range: 0-7; 7 is the highest priority)

Default Setting

None

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

You must configure an ACL mask before you can change frame priorities based on an ACL rule.

Example

```
Console(config)#interface ethernet 1/12
Console(config-if)#match access-list mac a set priority 0
Console(config-if)#
```

Related Commands

show marking (4-136)

ACL Information

Table 4-38 ACL Information Commands

Command	Function	Mode	Page
show access-list	Show all ACLs and associated rules	PE	4-149
show access-group	Shows the ACLs assigned to each port	PE	4-149

show access-list

This command shows all ACLs and associated rules, as well as all the user-defined masks.

Command Mode

Privileged Exec

Command Usage

Once the ACL is bound to an interface (i.e., the ACL is active), the order in which the rules are displayed is determined by the associated mask.

Example

```
Console#show access-list
IP standard access-list david:
  permit host 10.1.1.21
  permit 168.92.0.0 255.255.15.0
IP extended access-list bob:
  permit 10.7.1.1 255.255.255.0 any
  permit 192.168.1.0 255.255.255.0 any destination-port 80 80
  permit 192.168.1.0 255.255.255.0 any protocol tcp control-code 2 2
MAC access-list jerry:
  permit any host 00-30-29-94-34-de ethertype 800 800
IP extended access-list A6:
  deny tcp any any control-flag 2 2
  permit any any
IP ingress mask ACL:
  mask protocol any any control-flag 2
Console#
```

show access-group

This command shows the port assignments of ACLs.

Command Mode

Privileged Executive

Example

```
Console#show access-group
Interface ethernet 1/2
 IP standard access-list david
 MAC access-list jerry
Console#
```

SNMP Commands

Controls access to this switch from management stations using the Simple Network Management Protocol (SNMP), as well as the error types sent to trap managers.

SNMP Version 3 also provides security features that cover message integrity, authentication, and encryption; as well as controlling user access to specific areas of the MIB tree. To use SNMPv3, first set an SNMP engine ID (or accept the default), specify read and write access views for the MIB tree, configure SNMP user groups with the required security model (i.e., SNMP v1, v2c or v3) and security level (i.e., authentication and privacy), and then assign SNMP users to these groups, along with their specific authentication and privacy passwords.

Table 4-39 SNMP Commands

Command	Function	Mode	Page
snmp-server	Enables the SNMP agent	GC	4-151
show snmp	Displays the status of SNMP communications	NE, PE	4-152
snmp-server community	Sets up the community access string to permit access to SNMP commands	GC	4-153
snmp-server contact	Sets the system contact string	GC	4-153
snmp-server location	Sets the system location string	GC	4-154
snmp-server host	Specifies the recipient of an SNMP notification operation	GC	4-155

Table 4-39 SNMP Commands (Continued)

Command	Function	Mode	Page
snmp-server enable traps	Enables the device to send SNMP traps (i.e., SNMP notifications)	GC	4-158
snmp-server engine-id	Sets the SNMP engine ID	GC	4-159
show snmp engine-id	Shows the SNMP engine ID	PE	4-160
snmp-server view	Adds an SNMP view	GC	4-161
show snmp view	Shows the SNMP views	PE	4-162
snmp-server group	Adds an SNMP group, mapping users to views	GC	4-163
show snmp group	Shows the SNMP groups	PE	4-164
snmp-server user	Adds a user to an SNMP group	GC	4-166
show snmp user	Shows the SNMP users	PE	4-168

snmp-server

This command enables the SNMPv3 engine and services for all management clients (i.e., versions 1, 2c, 3). Use the **no** form to disable the server.

Syntax

[**no**] **snmp-server**

Default Setting

Enabled

Command Mode

Global Configuration

Example

```
Console(config)#snmp-server
Console(config)#
```

show snmp

This command can be used to check the status of SNMP communications.

Default Setting

None

Command Mode

Normal Exec, Privileged Exec

Command Usage

This command provides information on the community access strings, counter information for SNMP input and output protocol data units, and whether or not SNMP logging has been enabled with the **snmp-server enable traps** command.

Example

```
Console#show snmp

SNMP Agent: enabled

SNMP traps:
 Authentication: enable
 Link-up-down: enable

SNMP communities:
   1. private, and the privilege is read-write
   2. public, and the privilege is read-only

0 SNMP packets input
    0 Bad SNMP version errors
    0 Unknown community name
    0 Illegal operation for community name supplied
    0 Encoding errors
    0 Number of requested variables
    0 Number of altered variables
    0 Get-request PDUs
    0 Get-next PDUs
    0 Set-request PDUs
0 SNMP packets output
    0 Too big errors
    0 No such name errors
    0 Bad values errors
    0 General errors
    0 Response PDUs
    0 Trap PDUs

SNMP logging: disabled
Console#
```

snmp-server community

This command defines the SNMP v1 and v2c community access string. Use the **no** form to remove the specified community string.

Syntax

snmp-server community *string* [**ro** | **rw**]
no snmp-server community *string*

- *string* - Community string that acts like a password and permits access to the SNMP protocol. (Maximum length: 32 characters, case sensitive; Maximum number of strings: 5)
- **ro** - Specifies read-only access. Authorized management stations are only able to retrieve MIB objects.
- **rw** - Specifies read/write access. Authorized management stations are able to both retrieve and modify MIB objects.

Default Setting

- public - Read-only access. Authorized management stations are only able to retrieve MIB objects.
- private - Read/write access. Authorized management stations are able to both retrieve and modify MIB objects.

Command Mode

Global Configuration

Example

```
Console(config)#snmp-server community alpha rw
Console(config)#
```

snmp-server contact

This command sets the system contact string. Use the **no** form to remove the system contact information.

Syntax

snmp-server contact *string*
no snmp-server contact

string - String that describes the system contact information. (Maximum length: 255 characters)

Default Setting

None

Command Mode

Global Configuration

Example

```
Console(config)#snmp-server contact Paul
Console(config)#
```

Related Commands

snmp-server location (4-154)

snmp-server location

This command sets the system location string. Use the **no** form to remove the location string.

Syntax

snmp-server location *text*
no snmp-server location

text - String that describes the system location. (Maximum length: 255 characters)

Default Setting

None

Command Mode

Global Configuration

Example

```
Console(config)#snmp-server location WC-19
Console(config)#
```

Related Commands

snmp-server contact (4-153)

snmp-server host

This command specifies the recipient of a Simple Network Management Protocol notification operation. Use the **no** form to remove the specified host.

Syntax

snmp-server host *host-addr* [**inform** [**retry** *retries* | **timeout** *seconds*]] *community-string* [**version** {**1** | **2c** | **3** {**auth** | **noauth** | **priv**} [**udp-port** *port*]}

no snmp-server host *host-addr*

- *host-addr* - Internet address of the host (the targeted recipient). (Maximum host addresses: 5 trap destination IP address entries)
- **inform** - Notifications are sent as inform messages. Note that this option is only available for version 2c and 3 hosts. (Default: traps are used)
  - *retries* - The maximum number of times to resend an inform message if the recipient does not acknowledge receipt. (Range: 0-255; Default: 3)
  - *seconds* - The number of seconds to wait for an acknowledgment before resending an inform message. (Range: 0-2147483647 centiseconds; Default: 1500 centiseconds)
- *community-string* - Password-like community string sent with the notification operation to SNMP V1 and V2c hosts. Although you can set this string using the **snmp-server host** command by itself, we recommend that you define this string using the **snmp-server community** command prior to using the **snmp-server host** command. (Maximum length: 32 characters)
- **version** - Specifies whether to send notifications as SNMP Version 1, 2c or 3 traps. (Range: 1, 2c, 3; Default: 1)
  - **auth** | **noauth** | **priv** - This group uses SNMPv3 with authentication, no authentication, or with authentication and privacy. See "Simple Network Management Protocol" on page 3-50 for further information about these authentication and encryption options.
- *port* - Host UDP port to use. (Range: 1-65535; Default: 162)

Default Setting

- Host Address: None
- Notification Type: Traps
- SNMP Version: 1
- UDP Port: 162

Command Mode

Global Configuration

Command Usage

- If you do not enter an **snmp-server host** command, no notifications are sent. In order to configure the switch to send SNMP notifications, you must enter at least one **snmp-server host** command. In order to enable multiple hosts, you must issue a separate **snmp-server host** command for each host.
- The **snmp-server host** command is used in conjunction with the **snmp-server enable traps** command. Use the **snmp-server enable traps** command to enable the sending of traps or informs and to specify which SNMP notifications are sent globally. For a host to receive notifications, at least one **snmp-server enable traps** command and the **snmp-server host** command for that host must be enabled.
- Some notification types cannot be controlled with the **snmp-server enable traps** command. For example, some notification types are always enabled.
- Notifications are issued by the switch as trap messages by default. The recipient of a trap message does not send a response to the switch. Traps are therefore not as reliable as inform messages, which include a request for acknowledgement of receipt. Informs can be used to ensure that critical information is received by the host. However, note that informs consume more system resources because they must be kept in memory until a response is received. Informs also add to network traffic. You should consider these effects when deciding whether to issue notifications as traps or informs.

To send an inform to a SNMPv2c host, complete these steps:

1. Enable the SNMP agent (page 4-151).
2. Allow the switch to send SNMP traps; i.e., notifications (page 4-158).

3. Specify the target host that will receive inform messages with the **snmp-server host** command as described in this section.
4. Create a view with the required notification messages (page 4-161).
5. Create a group that includes the required notify view (page 4-163).

To send an inform to a SNMPv3 host, complete these steps:

1. Enable the SNMP agent (page 4-151).
2. Allow the switch to send SNMP traps; i.e., notifications (page 4-158).
3. Specify the target host that will receive inform messages with the **snmp-server host** command as described in this section.
4. Create a view with the required notification messages (page 4-161).
5. Create a group that includes the required notify view (page 4-163).
6. Specify a remote engine ID where the user resides (page 4-159).
7. Then configure a remote user (page 4-166).

- The switch can send SNMP Version 1, 2c or 3 notifications to a host IP address, depending on the SNMP version that the management station supports. If the **snmp-server host** command does not specify the SNMP version, the default is to send SNMP version 1 notifications.
- If you specify an SNMP Version 3 host, then the community string is interpreted as an SNMP user name. If you use the V3 "auth" or "priv" options, the user name must first be defined with the **snmp-server user** command. Otherwise, the authentication password and/or privacy password will not exist, and the switch will not authorize SNMP access for the host. However, if you specify a V3 host with the "noauth" option, an SNMP user account will be generated, and the switch will authorize SNMP access for the host.

Example

```
Console(config)#snmp-server host 10.1.19.23 inform retries 10
  timeout 30 batman version 2c udp-port 162
Console(config)#
```

Related Commands

snmp-server enable traps (4-158)

snmp-server enable traps

This command enables this device to send Simple Network Management Protocol traps or informs (i.e., SNMP notifications). Use the **no** form to disable SNMP notifications.

Syntax

[**no**] **snmp-server enable traps** [**authentication** | **link-up-down**]

- **authentication** - Keyword to issue authentication failure notifications.
- **link-up-down** - Keyword to issue link-up or link-down notifications.

Default Setting

Issue authentication and link-up-down traps.

Command Mode

Global Configuration

Command Usage

- If you do not enter an **snmp-server enable traps** command, no notifications controlled by this command are sent. In order to configure this device to send SNMP notifications, you must enter at least one **snmp-server enable traps** command. If you enter the command with no keywords, both authentication and link-up-down notifications are enabled. If you enter the command with a keyword, only the notification type related to that keyword is enabled.
- The **snmp-server enable traps** command is used in conjunction with the **snmp-server host** command. Use the **snmp-server host** command to specify which host or hosts receive SNMP notifications. In order to send notifications, you must configure at least one **snmp-server host** command.
- The authentication, link-up, and link-down traps are legacy notifications, and therefore when used for SNMP Version 3 hosts, they must be enabled in conjunction with the corresponding entries in the Notify View assigned by the **snmp-server group** command (page 4-163).

Example

```
Console(config)#snmp-server enable traps link-up-down
Console(config)#
```

Related Commands

snmp-server host (4-155)

snmp-server engine-id

This command configures an identification string for the SNMPv3 engine. Use the **no** form to restore the default.

Syntax

snmp-server engine-id {**local** | **remote** {*ip-address*}} *engineid-string*
no snmp-server engine-id {**local** | **remote** {*ip-address*}}

- **local** - Specifies the SNMP engine on this switch.
- **remote** - Specifies an SNMP engine on a remote device.
- *ip-address* - The Internet address of the remote device.
- *engineid-string* - String identifying the engine ID. (Range: 1-26 hexadecimal characters)

Default Setting

A unique engine ID is automatically generated by the switch based on its MAC address.

Command Mode

Global Configuration

Command Usage

- An SNMP engine is an independent SNMP agent that resides either on this switch or on a remote device. This engine protects against message replay, delay, and redirection. The engine ID is also used in combination with user passwords to generate the security keys for authenticating and encrypting SNMPv3 packets.

- A remote engine ID is required when using SNMPv3 informs. (See **snmp-server host** on page 4-155.) The remote engine ID is used to compute the security digest for authenticating and encrypting packets sent to a user on the remote host. SNMP passwords are localized using the engine ID of the authoritative agent. For informs, the authoritative SNMP agent is the remote agent. You therefore need to configure the remote agent's SNMP engine ID before you can send proxy requests or informs to it.
- Trailing zeroes need not be entered to uniquely specify a engine ID. In other words, the value "1234" is equivalent to "1234" followed by 22 zeroes.
- A local engine ID is automatically generated that is unique to the switch. This is referred to as the default engine ID. If the local engine ID is deleted or changed, all SNMP users will be cleared. You will need to reconfigure all existing users (page 4-166).

Example

```
Console(config)#snmp-server engine-id local 12345
Console(config)#snmp-server engineID remote 54321 192.168.1.19
Console(config)#
```

Related Commands

snmp-server host (4-155)

show snmp engine-id

This command shows the SNMP engine ID.

Command Mode

Privileged Exec

Example

This example shows the default engine ID.

```
Console#show snmp engine-id
Local SNMP engineID: 8000002a8000000000e8666672
Local SNMP engineBoots: 1

Remote SNMP engineID                                    IP address
80000000030004e2b316c54321                            192.168.1.19
Console#
```

Table 4-40 show snmp engine-id - display description

Field	Description
Local SNMP engineID	String identifying the engine ID.
Local SNMP engineBoots	The number of times that the engine has (re-)initialized since the snmp EngineID was last configured.
Remote SNMP engineID	String identifying an engine ID on a remote device.
IP address	IP address of the device containing the corresponding remote SNMP engine.

snmp-server view

This command adds an SNMP view which controls user access to the MIB. Use the **no** form to remove an SNMP view.

Syntax

snmp-server view *view-name oid-tree* {**included** | **excluded**}
no snmp-server view *view-name*

- *view-name* - Name of an SNMP view. (Range: 1-64 characters)
- *oid-tree* - Object identifier of a branch within the MIB tree. Wild cards can be used to mask a specific portion of the OID string. (Refer to the examples.)
- **included** - Defines an included view.
- **excluded** - Defines an excluded view.

Default Setting

defaultview (includes access to the entire MIB tree)

Command Mode

Global Configuration

Command Usage

- Views are used in the **snmp-server group** command to restrict user access to specified portions of the MIB tree.
- The predefined view "defaultview" includes access to the entire MIB tree.

Examples

This view includes MIB-2.

```
Console(config)#snmp-server view mib-2 1.3.6.1.2.1 included
Console(config)#
```

This view includes the MIB-2 interfaces table, ifDescr. The wild card is used to select all the index values in this table.

```
Console(config)#snmp-server view ifEntry.2 1.3.6.1.2.1.2.2.1.*.2
 included
Console(config)#
```

This view includes the MIB-2 interfaces table, and the mask selects all index entries.

```
Console(config)#snmp-server view ifEntry.a 1.3.6.1.2.1.2.2.1.1.*
 included
Console(config)#
```

show snmp view

This command shows information on the SNMP views.

Command Mode

Privileged Exec

Example

```
Console#show snmp view
View Name: mib-2
Subtree OID: 1.2.2.3.6.2.1
View Type: included
Storage Type: permanent
Row Status: active

View Name: defaultview
Subtree OID: 1
View Type: included
Storage Type: volatile
Row Status: active

Console#
```

Table 4-41 show snmp view - display description

Field	Description
View Name	Name of an SNMP view.
Subtree OID	A branch in the MIB tree.
View Type	Indicates if the view is included or excluded.
Storage Type	The storage type for this entry.
Row Status	The row status of this entry.

snmp-server group

This command adds an SNMP group, mapping SNMP users to SNMP views. Use the **no** form to remove an SNMP group.

Syntax

snmp-server group *groupname* {**v1 | v2c | v3** {**auth | noauth | priv**}} [**read** *readview*] [**write** *writeview*] [**notify** *notifyview*]
no snmp-server group *groupname*

- *groupname* - Name of an SNMP group. (Range: 1-32 characters)
- **v1** | **v2c** | **v3** - Use SNMP version 1, 2c or 3.
- **auth** | **noauth** | **priv** - This group uses SNMPv3 with authentication, no authentication, or with authentication and privacy. See "Simple Network Management Protocol" on page 3-50 for further information about these authentication and encryption options.
- *readview* - Defines the view for read access. (1-64 characters)
- *writeview* - Defines the view for write access. (1-64 characters)
- *notifyview* - Defines the view for notifications. (1-64 characters)

Default Setting

- Default groups: public[27] (read only), private[28] (read/write)
- *readview* - Every object belonging to the Internet OID space (1.3.6.1).
- writeview - Nothing is defined.
- *notifyview* - Nothing is defined.

27. No view is defined.
28. Maps to the defaultview.

Command Mode

Global Configuration

Command Usage

- A group sets the access policy for the assigned users.
- When authentication is selected, the MD5 or SHA algorithm is used as specified in the **snmp-server user** command.
- When privacy is selected, the DES 56-bit algorithm is used for data encryption.
- For additional information on the notification messages supported by this switch, see "Supported Notification Messages" on page 3-67. Also, note that the authentication, link-up and link-down messages are legacy traps and must therefore be enabled in conjunction with the **snmp-server enable traps** command (page 4-158).

Example

```
Console(config)#snmp-server group r&d v3 auth write daily
Console(config)#
```

show snmp group

Four default groups are provided – SNMPv1 read-only access and read/write access, and SNMPv2c read-only access and read/write access.

Command Mode

Privileged Exec

Example

```
Console#show snmp group
Group Name: r&d
Security Model: v3
Read View: defaultview
Write View: daily
Notify View: none
Storage Type: permanent
Row Status: active

Group Name: public
Security Model: v1
Read View: defaultview
Write View: none
Notify View: none
Storage Type: volatile
Row Status: active

Group Name: public
Security Model: v2c
Read View: defaultview
Write View: none
Notify View: none
Storage Type: volatile
Row Status: active

Group Name: private
Security Model: v1
Read View: defaultview
Write View: defaultview
Notify View: none
Storage Type: volatile
Row Status: active

Group Name: private
Security Model: v2c
Read View: defaultview
Write View: defaultview
Notify View: none
Storage Type: volatile
Row Status: active

Console#
```

Table 4-42 show snmp group - display description

Field	Description
groupname	Name of an SNMP group.
security model	The SNMP version.
readview	The associated read view.

Table 4-42 show snmp group - display description (Continued)

Field	Description
writeview	The associated write view.
notifyview	The associated notify view.
storage-type	The storage type for this entry.
Row Status	The row status of this entry.

snmp-server user

This command adds a user to an SNMP group, restricting the user to a specific SNMP Read, Write, or Notify View. Use the **no** form to remove a user from an SNMP group.

Syntax

snmp-server user *username groupname* [**remote** *ip-address*] {**v1** | **v2c** | **v3** [**encrypted**] [**auth** {**md5** | **sha**} *auth-password* [**priv des56** *priv-password*]]

no snmp-server user *username* {**v1** | **v2c** | **v3** | **remote**}

- *username* - Name of user connecting to the SNMP agent. (Range: 1-32 characters)
- *groupname* - Name of an SNMP group to which the user is assigned. (Range: 1-32 characters)
- **remote** - Specifies an SNMP engine on a remote device.
- *ip-address* - The Internet address of the remote device.
- **v1** | **v2c** | **v3** - Use SNMP version 1, 2c or 3.
- **encrypted** - Accepts the password as encrypted input.
- **auth** - Uses SNMPv3 with authentication.
- **md5** | **sha** - Uses MD5 or SHA authentication.
- *auth-password* - Authentication password. Enter as plain text if the **encrypted** option is not used. Otherwise, enter an encrypted password. (A minimum of eight characters is required.)
- **priv des56** - Uses SNMPv3 with privacy with DES56 encryption.
- *priv-password* - Privacy password. Enter as plain text if the **encrypted** option is not used. Otherwise, enter an encrypted password.

Default Setting

None

Command Mode

Global Configuration

Command Usage

- The SNMP engine ID is used to compute the authentication/privacy digests from the password. You should therefore configure the engine ID with the **snmp-server engine-id** command before using this configuration command.
- Before you configure a remote user, use the **snmp-server engine-id** command (page 4-159) to specify the engine ID for the remote device where the user resides. Then use the **snmp-server user** command to specify the user and the IP address for the remote device where the user resides. The remote agent's SNMP engine ID is used to compute authentication/privacy digests from the user's password. If the remote engine ID is not first configured, the **snmp-server user** command specifying a remote user will fail.
- SNMP passwords are localized using the engine ID of the authoritative agent. For informs, the authoritative SNMP agent is the remote agent. You therefore need to configure the remote agent's SNMP engine ID before you can send proxy requests or informs to it.

Example

```
Console(config)#snmp-server user steve r&d v3 auth md5 greenpeace
  priv des56 einstien
Console(config)#snmp-server user mark r&d remote 192.168.1.19 v3 auth
  md5 greenpeace priv des56 einstien
Console(config)#
```

show snmp user

This command shows information on SNMP users.

Command Mode

Privileged Exec

Example

```
Console#show snmp user
EngineId: 800000ca030030f1df9ca00000
User Name: steve
Authentication Protocol: md5
Privacy Protocol: des56
Storage Type: nonvolatile
Row Status: active

SNMP remote user
EngineId: 80000000030004e2b316c54321
User Name: mark
Authentication Protocol: mdt
Privacy Protocol: des56
Storage Type: nonvolatile
Row Status: active

Console#
```

Table 4-43 show snmp user - display description

Field	Description
EngineId	String identifying the engine ID.
User Name	Name of user connecting to the SNMP agent.
Authentication Protocol	The authentication protocol used with SNMPv3.
Privacy Protocol	The privacy protocol used with SNMPv3.
Storage Type	The storage type for this entry.
Row Status	The row status of this entry.
SNMP remote user	A user associated with an SNMP engine on a remote device.

Interface Commands

These commands are used to display or set communication parameters for an Ethernet port, aggregated link, or VLAN.

Table 4-44 Interface Commands

Command	Function	Mode	Page
interface	Configures an interface type and enters interface configuration mode	GC	4-170
description	Adds a description to an interface configuration	IC	4-170
speed-duplex*	Configures the speed and duplex operation of a given interface when autonegotiation is disabled	IC	4-171
negotiation*	Enables autonegotiation of a given interface	IC	4-172
capabilities*	Advertises the capabilities of a given interface for use in autonegotiation	IC	4-173
shutdown	Disables an interface	IC	4-174
switchport broadcast packet-rate	Configures the broadcast storm control threshold	IC	4-175
clear counters	Clears statistics on an interface	PE	4-176
show interfaces status	Displays status for the specified interface	NE, PE	4-177
show interfaces counters	Displays statistics for the specified interfaces	NE, PE	4-178
show interfaces switchport	Displays the administrative and operational status of an interface	NE, PE	4-180

* This command is not supported.

interface

This command configures an interface type and enter interface configuration mode. Use the **no** form to remove a trunk.

Syntax

interface *interface*
no interface port-channel *channel-id*

interface

- **ethernet** *unit/port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)
- **vlan** *vlan-id* (Range: 1-4094)

Default Setting

None

Command Mode

Global Configuration

Example

To specify port 4, enter the following command:

```
Console(config)#interface ethernet 1/4
Console(config-if)#
```

description

This command adds a description to an interface. Use the **no** form to remove the description.

Syntax

description *string*
no description

string - Comment or a description to help you remember what is attached to this interface. (Range: 1-64 characters)

Default Setting

None

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

The following example adds a description to port 4.

```
Console(config)#interface ethernet 1/4
Console(config-if)#description RD-SW#3
Console(config-if)#
```

speed-duplex

This command configures the speed and duplex mode of a given interface when autonegotiation is disabled[29]. Use the **no** form to restore the default.

Syntax

speed-duplex {10000full | 1000full | 100full | 100half | 10full | 10half}

no speed-duplex

- **10000full** - Forces 10 Gbps full-duplex operation
- **100full** - Forces 100 Mbps full-duplex operation
- **100half** - Forces 100 Mbps half-duplex operation
- **10full** - Forces 10 Mbps full-duplex operation
- **10half** - Forces 10 Mbps half-duplex operation

Default Setting

- Auto-negotiation is enabled by default.
- When auto-negotiation is disabled, the default speed-duplex setting is:
  - Fast Ethernet port – **100full** (100 Mbps full-duplex)
  - 10 Gigabit Ethernet ports – **10000full (**10 Gbps full-duplex)

Command Mode

Interface Configuration (Ethernet, Port Channel)

29. The settings for this parameter cannot be changed.

Command Usage

- To force operation to the speed and duplex mode specified in a **speed-duplex** command, use the **no negotiation** command to disable auto-negotiation on the selected interface.
- When using the **negotiation** command to enable auto-negotiation, the optimal settings will be determined by the **capabilities** command. To set the speed/duplex mode under auto-negotiation, the required mode must be specified in the capabilities list for an interface.

Example

The following example configures port 9 to 100 Mbps, full-duplex operation.

```
Console(config)#interface ethernet 1/9
Console(config-if)#speed-duplex 100full
Console(config-if)#no negotiation
Console(config-if)#
```

Related Commands

negotiation (4-172)
capabilities (4-173)

negotiation

This command enables autonegotiation for a given interface[30]. Use the **no** form to disable autonegotiation.

Syntax

[**no**] **negotiation**

Default Setting

- Disabled for Ports 1-8
- Enabled for Port 9

Command Mode

Interface Configuration (Ethernet, Port Channel)

30. The settings for this parameter cannot be changed.

Command Usage

- When auto-negotiation is enabled the switch will negotiate the best settings for a link based on the **capabilities** command. When auto-negotiation is disabled, you must manually specify the link attributes with the **speed-duplex** and **flowcontrol** commands.
- If autonegotiation is disabled, auto-MDI/MDI-X pin signal configuration will also be disabled for the RJ-45 ports.

Example

The following example configures port 9 to use autonegotiation.

```
Console(config)#interface ethernet 1/9
Console(config-if)#negotiation
Console(config-if)#
```

Related Commands

capabilities (4-173)
speed-duplex (4-171)

capabilities

This command advertises the port capabilities of a given interface during autonegotiation[31]. Use the **no** form with parameters to remove an advertised capability, or the **no** form without parameters to restore the default values.

Syntax

[no] capabilities {100full | 100half | 10full | 10half | flowcontrol | symmetric}

- **100full** - Supports 100 Mbps full-duplex operation
- **100half** - Supports 100 Mbps half-duplex operation
- **10full** - Supports 10 Mbps full-duplex operation
- **10half** - Supports 10 Mbps half-duplex operation

Default Setting

100BASE-TX: 10half, 10full, 100half, 100full

31. The settings for this parameter cannot be changed.

Command Mode

Interface Configuration (Ethernet, Port Channel)

Command Usage

When auto-negotiation is enabled with the **negotiation** command, the switch will negotiate the best settings for a link based on the **capabilites** command. When auto-negotiation is disabled, you must manually specify the link attributes with the **speed-duplex** command.

Example

The following example configures Ethernet port 9 capabilities to 100half and 100full.

```
Console(config)#interface ethernet 1/9
Console(config-if)#capabilities 100half
Console(config-if)#capabilities 100full
Console(config-if)#
```

Related Commands

negotiation (4-172)
speed-duplex (4-171)

shutdown

This command disables an interface. To restart a disabled interface, use the **no** form.

Syntax

[**no**] **shutdown**

Default Setting

All interfaces are enabled.

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

This command allows you to disable a port due to abnormal behavior (e.g., excessive collisions), and then reenable it after the problem has been resolved. You may also want to disable a port for security reasons.

Example

The following example disables port 5.

```
Console(config)#interface ethernet 1/5
Console(config-if)#shutdown
Console(config-if)#
```

switchport broadcast packet-rate

This command configures broadcast storm control. Use the **no** form to disable broadcast storm control.

Syntax

switchport broadcast packet-rate *rate*
no switchport broadcast

rate - Threshold level as a rate; i.e., packets per second. (Range: 1042-262143)

Default Setting

- Enabled
- Packet-rate limit: 1042 pps

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- When broadcast traffic exceeds the specified threshold, packets above that threshold are dropped.
- Broadcast control does not effect IP multicast traffic.

Example

The following shows how to configure broadcast storm control at 600 packets per second:

```
Console(config)#interface ethernet 1/5
Console(config-if)#switchport broadcast packet-rate 1043
Console(config-if)#
```

clear counters

This command clears statistics on an interface.

Syntax

clear counters *interface*

interface

- **ethernet** *unit/port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

None

Command Mode

Privileged Exec

Command Usage

Statistics are only initialized for a power reset. This command sets the base value for displayed statistics to zero for the current management session. However, if you log out and back into the management interface, the statistics displayed will show the absolute value accumulated since the last power reset.

Example

The following example clears statistics on port 5.

```
Console#clear counters ethernet 1/5
Console#
```

show interfaces status

This command displays the status for an interface.

Syntax

show interfaces status [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is device 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)
- **vlan** *vlan-id* (Range: 1-4094)

Default Setting

Shows the status for all interfaces.

Command Mode

Normal Exec, Privileged Exec

Command Usage

If no interface is specified, information on all interfaces is displayed. For a description of the items displayed by this command, see "Displaying Connection Status" on page 3-121.

Example

```
Console#show interfaces status ethernet 1/5
Information of Eth 1/5
 Basic Information:
  Port Type:              10G
  Mac Address:            00-0C-DB-21-11-3B
 Configuration:
  Name:
  Port Admin:             Up
  Speed-duplex:           10G full
  Capabilities:
  Broadcast Storm:        Enabled
  Broadcast Storm Limit:  1042 packets/second
  LACP:                   Disabled
  Port Security:          Disabled
  Max MAC Count:          0
  Port Security Action:   None
  Media Type:             None
 Current Status:
  Link Status:            Up
  Port Operation Status:  Up
  Operation Speed-duplex: 10G full
Console#show interfaces status vlan 1
 Information of VLAN 1
 MAC Address:             00-0C-DB-21-11-33
Console#
```

show interfaces counters

This command displays interface statistics.

Syntax

show interfaces counters [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

Shows the counters for all interfaces.

Command Mode

Normal Exec, Privileged Exec

Command Usage

If no interface is specified, information on all interfaces is displayed. For a description of the items displayed by this command, see "Showing Port Statistics" on page 3-146.

Example

```
Console#show interfaces counters ethernet 1/7
Ethernet 1/7
 Iftable Stats:
  Octets Input: 229516, Octets Output: 464876
  Unicast Input: 51, Unicast Output: 64
  Discard Input: 0, Discard Output: 0
  Error Input: 0, Error Output: 0
  Unknown Protos Input: 0, QLen Output: 0
 Extended Iftable Stats:
  Multi-cast Input: 3362, Multi-cast Output: 3384
  Broadcast Input: 55, Broadcast Output: 6
 Ether-like Stats:
  Alignment Errors: 0, FCS Errors: 0
  Single Collision Frames: 0, Multiple Collision Frames: 0
  SQE Test Errors: 0, Deferred Transmissions: 0
  Late Collisions: 0, Excessive Collisions: 0
  Internal Mac Transmit Errors: 0, Internal Mac Receive Errors: 0
  Frames Too Long: 0, Carrier Sense Errors: 0
  Symbol Errors: 0
 RMON Stats:
  Drop Events: 0, Octets: 694392, Packets: 6924
  Broadcast PKTS: 61, Multi-cast PKTS: 6748
  Undersize PKTS: 0, Oversize PKTS: 0
  Fragments: 0, Jabbers: 0
  CRC Align Errors: 1, Collisions: 0
  Packet Size <= 64 Octets: 3449, Packet Size 65 to 127 Octets: 3419
  Packet Size 128 to 255 Octets: 9, Packet Size 256 to 511 Octets: 5
 Packet Size 512 to 1023 Octets: 12, Packet Size 1024 to 1518 Octets: 30
Console#
```

show interfaces switchport

This command displays the administrative and operational status of the specified interfaces.

Syntax

show interfaces switchport [*interface*]

interface

- **ethernet** *unit/port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

Shows all interfaces.

Command Mode

Normal Exec, Privileged Exec

Command Usage

If no interface is specified, information on all interfaces is displayed.

Example

This example shows the configuration setting for port 4.

```
Console#show interfaces switchport ethernet 1/4
 Broadcast Threshold:           Enabled, 1042 packets/second
 LACP Status:                   Disabled
 Ingress Rate Limit:            Disabled, 10000M bits per second
 Egress Rate Limit:             Disabled, 10000M bits per second
 VLAN Membership Mode:          Hybrid
 Ingress Rule:                  Disabled
 Acceptable Frame Type:         All frames
 Native VLAN:                   1
 Priority for Untagged Traffic: 0
 GVRP Status:                   Disabled
 Allowed VLAN:                     1(u),
 Forbidden VLAN:
Console#
```

Table 4-45 show interfaces switchport - display description

Field	Description
Broadcast threshold	Shows if broadcast storm suppression is enabled or disabled; if enabled it also shows the threshold level (page 4-175).
LACP status	Shows if Link Aggregation Control Protocol has been enabled or disabled (page 4-188).
Ingress/Egress rate limit	Shows if rate limiting is enabled, and the current rate limit (page 4-185).
VLAN membership mode	Indicates membership mode as Trunk or Hybrid (page 4-233).
Ingress rule	Shows if ingress filtering is enabled or disabled (page 4-235).
Acceptable frame type	Shows if acceptable VLAN frames include all types or tagged frames only (page 4-234).
Native VLAN	Indicates the default Port VLAN ID (page 4-236).
Priority for untagged traffic	Indicates the default priority for untagged frames (page 4-252).
GVRP status	Shows if GARP VLAN Registration Protocol is enabled or disabled (page 4-249).
Allowed VLAN	Shows the VLANs this interface has joined, where "(u)" indicates untagged and "(t)" indicates tagged (page 4-237).
Forbidden VLAN	Shows the VLANs this interface can not dynamically join via GVRP (page 4-238).

Mirror Port Commands

This section describes how to mirror traffic from a source port to a target port.

Table 4-46 Mirror Port Commands

Command	Function	Mode	Page
port monitor	Configures a mirror session	IC	4-182
show port monitor	Shows the configuration for a mirror port	PE	4-183

port monitor

This command configures a mirror session. Use the **no** form to clear a mirror session.

Syntax

port monitor *interface* [**rx** | **tx** | **both**]
no port monitor *interface*

- *interface* - **ethernet** *unit*/*port* (source port)
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **rx** - Mirror received packets.
- **tx** - Mirror transmitted packets.
- **both** - Mirror both received and transmitted packets.

Default Setting

No mirror session is defined. When enabled, the default mirroring is for both received and transmitted packets.

Command Mode

Interface Configuration (Ethernet Ports 1-8, destination port)

Command Usage

- You can mirror traffic from any source port to a destination port for real-time analysis. You can then attach a logic analyzer or RMON probe to the destination port and study the traffic crossing the source port in a completely unobtrusive manner.
- The destination port is set by specifying an Ethernet interface.
- The mirror port and monitor port speeds should match, otherwise traffic may be dropped from the monitor port.
- You can create multiple mirror sessions, but all sessions must share the same destination port. However, you should avoid sending too much traffic to the destination port from multiple source ports.

Example

The following example configures the switch to mirror all packets from port 6 to 8:

```
Console(config)#interface ethernet 1/8
Console(config-if)#port monitor ethernet 1/6 both
Console(config-if)#
```

show port monitor

This command displays mirror information.

Syntax

show port monitor [*interface*]

interface - **ethernet** *unit*/*port* (source port)

- *unit* - This is unit 1.
- *port* - Port number. (Range: 1-8)

Default Setting

Shows all sessions.

Command Mode

Privileged Exec

Command Usage

This command displays the currently configured source port, destination port, and mirror mode (i.e., RX, TX, RX/TX).

Example

The following shows mirroring configured from port 6 to port 11:

```
Console(config)#interface ethernet 1/11
Console(config-if)#port monitor ethernet 1/6
Console(config-if)#end
Console#show port monitor
Port Mirroring
-------------------------------------
 Destination Port (listen port): Eth1/ 8
 Source Port (monitored port):   Eth1/ 6
 Mode                          :RX/TX
Console#
```

Rate Limit Commands

This function allows the network manager to control the maximum rate for traffic transmitted or received on an interface. Rate limiting is configured on interfaces at the edge of a network to limit traffic into or out of the network. Traffic that falls within the rate limit is transmitted, while packets that exceed the acceptable amount of traffic are dropped.

Rate limiting can be applied to individual ports or trunks. When an interface is configured with this feature, the traffic rate will be monitored by the hardware to verify conformity. Non-conforming traffic is dropped, conforming traffic is forwarded without any changes.

Table 4-47 Rate Limit Commands

Command	Function	Mode	Page
rate-limit	Configures the maximum input or output rate for a port	IC	4-185

rate-limit

This command defines the rate limit for a specific interface. Use this command without specifying a rate to restore the default rate. Use the **no** form to restore the default status of disabled.

Syntax

rate-limit {**input** | **output**} [*rate*]
no rate-limit {**input** | **output**}

- **input** – Input rate
- **output** – Output rate
- *rate* – Maximum value in Mbps. (Range: 1 to 10000 Mbps)

Default Setting

10000 Mbps

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

```
Console(config)#interface ethernet 1/8
Console(config-if)#rate-limit input 6000
Console(config-if)#
```

Link Aggregation Commands

Ports can be statically grouped into an aggregate link (i.e., trunk) to increase the bandwidth of a network connection or to ensure fault recovery. Or you can use the Link Aggregation Control Protocol (LACP) to automatically negotiate a trunk link between this switch and another network device. For static trunks, the switches have to comply with the Cisco EtherChannel standard. For dynamic trunks, the switches have to comply with LACP. This switch supports up to four trunks. For example, a trunk consisting of two 10 Gbps ports can support an aggregate bandwidth of 40 Gbps at full duplex.

Table 4-48 Link Aggregation Commands

Command	Function	Mode	Page
Manual Configuration Commands			
interface port-channel	Configures a trunk and enters interface configuration mode for the trunk	GC	4-170
channel-group	Adds a port to a trunk	IC (Ethernet)	4-187
Dynamic Configuration Commands			
lacp	Configures LACP for the current interface	IC (Ethernet)	4-188
lacp system-priority	Configures a port's LACP system priority	IC (Ethernet)	4-190
lacp admin-key	Configures a port's administration key	IC (Ethernet)	4-191
lacp admin-key	Configures an port channel's administration key	IC (Port Channel)	4-192
lacp port-priority	Configures a port's LACP port priority	IC (Ethernet)	4-193
Trunk Status Display Commands			
show interfaces status port-channel	Shows trunk information	NE, PE	4-177
show lacp	Shows LACP information	PE	4-194

Guidelines for Creating Trunks

General Guidelines –

- Finish configuring port trunks before you connect the corresponding network cables between switches to avoid creating a loop.
- A trunk can have up to four ports.
- The ports at both ends of a connection must be configured as trunk ports.
- All ports in a trunk must be configured in an identical manner, including VLAN assignments and CoS settings.
- Any of the 10 Gigabit ports on the front panel can be trunked together, including ports of different media types.

- All the ports in a trunk have to be treated as a whole when moved from/to, added or deleted from a VLAN via the specified port-channel.
- STP, VLAN, and IGMP settings can only be made for the entire trunk via the specified port-channel.

Dynamically Creating a Port Channel –

Ports assigned to a common port channel must meet the following criteria:

- Ports must have the same LACP system priority.
- Ports must have the same port admin key (Ethernet Interface).
- If the port channel admin key (lacp admin key - Port Channel) is not set when a channel group is formed (i.e., it has the null value of 0), this key is set to the same value as the port admin key (lacp admin key - Ethernet Interface) used by the interfaces that joined the group.
- However, if the port channel admin key is set, then the port admin key must be set to the same value for a port to be allowed to join a channel group.
- If a link goes down, LACP port priority is used to select the backup link.

channel-group

This command adds a port to a trunk. Use the **no** form to remove a port from a trunk.

Syntax

channel-group *channel-id*
no channel-group

channel-id - Trunk index (Range: 1-4)

Default Setting

The current port will be added to this trunk.

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- When configuring static trunks, the switches must comply with the Cisco EtherChannel standard.
- Use **no channel-group** to remove a port group from a trunk.
- Use **no interfaces port-channel** to remove a trunk from the switch.

Example

The following example creates trunk 1 and then adds port 8:

```
Console(config)#interface port-channel 1
Console(config-if)#exit
Console(config)#interface ethernet 1/8
Console(config-if)#channel-group 1
Console(config-if)#
```

lacp

This command enables 802.3ad Link Aggregation Control Protocol (LACP) for the current interface. Use the **no** form to disable it.

Syntax

[no] lacp

Default Setting

Disabled

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- The ports on both ends of an LACP trunk must be configured for full duplex, either by forced mode or auto-negotiation.
- A trunk formed with another switch using LACP will automatically be assigned the next available port-channel ID.
- If the target switch has also enabled LACP on the connected ports, the trunk will be activated automatically.
- If more than eight ports attached to the same target switch have LACP enabled, the additional ports will be placed in standby mode, and will only be enabled if one of the active links fails.

Example

The following shows LACP enabled on ports 6-8. Because LACP has also been enabled on the ports at the other end of the links, the **show interfaces status port-channel 1** command shows that Trunk1 has been established.

```
Console(config)#interface ethernet 1/6
Console(config-if)#lacp
Console(config-if)#exit
Console(config)#interface ethernet 1/7
Console(config-if)#lacp
Console(config-if)#exit
Console(config)#interface ethernet 1/8
Console(config-if)#lacp
Console(config-if)#end
Console#show interfaces status port-channel 1
Information of Trunk 1
 Basic information:
  Port Type:              10G
  Mac Address:            00-0C-DB-21-11-34
 Configuration:
  Name:
  Port admin:             Up
  Speed-duplex:           10G full
  Capabilities:
  Port security:          Disabled
  Max MAC count:          0
Current status:
  Created by:             Lacp
  Link status:            Up
  Operation Speed-duplex: 10G full
  Member Ports:           Eth1/6, Eth1/7, Eth1/8,
Console#
```

lacp system-priority

This command configures a port's LACP system priority. Use the **no** form to restore the default setting.

Syntax

lacp {**actor | partner**} **system-priority** *priority*
no lacp {**actor | partner**} **system-priority**

- **actor** - The local side an aggregate link.
- **partner** - The remote side of an aggregate link.
- *priority* - This priority is used to determine link aggregation group (LAG) membership, and to identify this device to other switches during LAG negotiations. (Range: 0-65535)

Default Setting

32768

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- Port must be configured with the same system priority to join the same LAG.
- System priority is combined with the switch's MAC address to form the LAG identifier. This identifier is used to indicate a specific LAG during LACP negotiations with other systems.
- Once the remote side of a link has been established, LACP operational settings are already in use on that side. Configuring LACP settings for the partner only applies to its administrative state, not its operational state, and will only take effect the next time an aggregate link is established with the partner.

Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#lacp actor system-priority 3
Console(config-if)#
```

lacp admin-key (Ethernet Interface)

This command configures a port's LACP administration key. Use the **no** form to restore the default setting.

Syntax

lacp {**actor | partner**} **admin-key** *key*
[**no**] **lacp** {**actor | partner**} **admin-key**

- **actor** - The local side an aggregate link.
- **partner** - The remote side of an aggregate link.
- *key* - The port admin key must be set to the same value for ports that belong to the same link aggregation group (LAG). (Range: 0-65535)

Default Setting

0

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- Ports are only allowed to join the same LAG if (1) the LACP system priority matches, (2) the LACP port admin key matches, and (3) the LACP port channel key matches (if configured).
- If the port channel admin key (**lacp admin key** - Port Channel) is not set when a channel group is formed (i.e., it has the null value of 0), this key is set to the same value as the port admin key (**lacp admin key** - Ethernet Interface) used by the interfaces that joined the group.
- Once the remote side of a link has been established, LACP operational settings are already in use on that side. Configuring LACP settings for the partner only applies to its administrative state, not its operational state, and will only take effect the next time an aggregate link is established with the partner.

Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#lacp actor admin-key 120
Console(config-if)#
```

lacp admin-key (Port Channel)

This command configures a port channel's LACP administration key string. Use the **no** form to restore the default setting.

Syntax

lacp admin-key *key*
[**no**] **lacp admin-key**

key - The port channel admin key is used to identify a specific link aggregation group (LAG) during local LACP setup on this switch. (Range: 0-65535)

Default Setting

0

Command Mode

Interface Configuration (Port Channel)

Command Usage

- Ports are only allowed to join the same LAG if (1) the LACP system priority matches, (2) the LACP port admin key matches, and (3) the LACP port channel key matches (if configured).
- If the port channel admin key (**lacp admin key** - Port Channel) is not set when a channel group is formed (i.e., it has the null value of 0), this key is set to the same value as the port admin key (**lacp admin key** - Ethernet Interface) used by the interfaces that joined the group. Note that when the LAG is no longer used, the port channel admin key is reset to 0.

Example

```
Console(config)#interface port-channel 1
Console(config-if)#lacp admin-key 3
Console(config-if)#
```

lacp port-priority

This command configures LACP port priority. Use the **no** form to restore the default setting.

Syntax

lacp {**actor | partner**} **port-priority** *priority*
no lacp {**actor** | **partner**} **port-priority**

- **actor** - The local side an aggregate link.
- **partner** - The remote side of an aggregate link.
- *priority* - LACP port priority is used to select a backup link. (Range: 0-65535)

Default Setting

32768

Command Mode

Interface Configuration (Ethernet Ports 1-8)

Command Usage

- Setting a lower value indicates a higher effective priority.
- If an active port link goes down, the backup port with the highest priority is selected to replace the downed link. However, if two or more ports have the same LACP port priority, the port with the lowest physical port number will be selected as the backup port.
- Once the remote side of a link has been established, LACP operational settings are already in use on that side. Configuring LACP settings for the partner only applies to its administrative state, not its operational state, and will only take effect the next time an aggregate link is established with the partner.

Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#lacp actor port-priority 128
```

show lacp

This command displays LACP information.

Syntax

show lacp [*port-channel*] {**counters** | **internal** | **neighbors** | **sys-id**}

- *port-channel* - Local identifier for a link aggregation group. (Range: 1-4)
- **counters** - Statistics for LACP protocol messages.
- **internal** - Configuration settings and operational state for local side.
- **neighbors** - Configuration settings and operational state for remote side.
- **sys-id** - Summary of system priority and MAC address for all channel groups.

Default Setting

Port Channel: all

Command Mode

Privileged Exec

Example

```
Console#show lacp 1 counters
Port channel: 1
---------------------------------------------------------------------
Eth 1/ 2
---------------------------------------------------------------------
  LACPDUs Sent:         10
  LACPDUs Receive:      5
  Marker Sent:          0
  Marker Receive:       0
  LACPDUs Unknown Pkts: 0
  LACPDUs Illegal Pkts: 0
:
```

Table 4-49 show lacp counters - display description

Field	Description
LACPDUs Sent	Number of valid LACPDUs transmitted from this channel group.
LACPDUs Received	Number of valid LACPDUs received on this channel group.
Marker Sent	Number of valid Marker PDUs transmitted from this channel group.
Marker Received	Number of valid Marker PDUs received by this channel group.
LACPDUs Unknown Pkts	Number of frames received that either (1) Carry the Slow Protocols Ethernet Type value, but contain an unknown PDU, or (2) are addressed to the Slow Protocols group MAC Address, but do not carry the Slow Protocols Ethernet Type.
LACPDUs Illegal Pkts	Number of frames that carry the Slow Protocols Ethernet Type value, but contain a badly formed PDU or an illegal value of Protocol Subtype.

```
Console#show lacp 1 internal
Port channel: 1
---------------------------------------------------------------------
Oper Key:  3
Admin Key: 0
Eth 1/ 2
---------------------------------------------------------------------
  LACPDUs Internal:     30 sec
  LACP System Priority: 32768
  LACP Port Priority:   32768
  Admin Key:            3
  Oper Key:             3
  Admin State: defaulted, aggregation, long timeout, LACP-activity
  Oper State:           distributing, collecting, synchronization,
                        aggregation, long timeout, LACP-activity
⋮
```

Table 4-50 show lacp internal - display description

Field	Description
Oper Key	Current operational value of the key for the aggregation port.
Admin Key	Current administrative value of the key for the aggregation port.
LACPDUs Internal	Number of seconds before invalidating received LACPDU information.

Table 4-50 show lacp internal - display description (Continued)

Field	Description
LACP System Priority	LACP system priority assigned to this port channel.
LACP Port Priority	LACP port priority assigned to this interface within the channel group.
Admin State, Oper State	Administrative or operational values of the actor's state parameters: • Expired – The actor's receive machine is in the expired state; • Defaulted – The actor's receive machine is using defaulted operational partner information, administratively configured for the partner. • Distributing – If false, distribution of outgoing frames on this link is disabled; i.e., distribution is currently disabled and is not expected to be enabled in the absence of administrative changes or changes in received protocol information. • Collecting – Collection of incoming frames on this link is enabled; i.e., collection is currently enabled and is not expected to be disabled in the absence of administrative changes or changes in received protocol information. • Synchronization – The System considers this link to be IN_SYNC; i.e., it has been allocated to the correct Link Aggregation Group, the group has been associated with a compatible Aggregator, and the identity of the Link Aggregation Group is consistent with the System ID and operational Key information transmitted. • Aggregation – The system considers this link to be aggregatable; i.e., a potential candidate for aggregation. • Long timeout – Periodic transmission of LACPDUs uses a slow transmission rate. • LACP-Activity – Activity control value with regard to this link. (0: Passive; 1: Active)

```
Console#show lacp 1 neighbors
Port channel 1 neighbors
------------------------------------------------------------------------
Eth 1/1
------------------------------------------------------------------------
  Partner Admin System ID:   32768, 00-00-00-00-00-00
  Partner Oper System ID:    32768, 00-01-F4-78-AE-C0
  Partner Admin Port Number: 2
  Partner Oper Port Number:  2
  Port Admin Priority:       32768
  Port Oper Priority:        32768
  Admin Key:                 0
  Oper Key:                  3
  Admin State:               defaulted, distributing, collecting,
                             synchronization, long timeout,
  Oper State:                distributing, collecting,
synchronization,
LACP-activity                aggregation, long timeout,
⋮
```

Table 4-51 show lacp neighbors - display description

Field	Description
Partner Admin System ID	LAG partner's system ID assigned by the user.
Partner Oper System ID	LAG partner's system ID assigned by the LACP protocol.
Partner Admin Port Number	Current administrative value of the port number for the protocol Partner.
Partner Oper Port Number	Operational port number assigned to this aggregation port by the port's protocol partner.
Port Admin Priority	Current administrative value of the port priority for the protocol partner.
Port Oper Priority	Priority value assigned to this aggregation port by the partner.
Admin Key	Current administrative value of the Key for the protocol partner.
Oper Key	Current operational value of the Key for the protocol partner.
Admin State	Administrative values of the partner's state parameters. (See preceding table.)
Oper State	Operational values of the partner's state parameters. (See preceding table.)

```
Console#show lacp sysid
Port Channel     System Priority    System MAC Address
-------------------------------------------------------------------
            1              32768     00-30-F1-8F-2C-A7
            2              32768     00-30-F1-8F-2C-A7
            3              32768     00-30-F1-8F-2C-A7
            4              32768     00-30-F1-8F-2C-A7
Console#
```

Table 4-52 show lacp sysid - display description

Field	Description
Channel group	A link aggregation group configured on this switch.
System Priority*	LACP system priority for this channel group.
System MAC Address*	System MAC address.

* The LACP system priority and system MAC address are concatenated to form the LAG system ID.

Address Table Commands

These commands are used to configure the address table for filtering specified addresses, displaying current entries, clearing the table, or setting the aging time.

Table 4-53 Address Table Commands

Command	Function	Mode	Page
mac-address-table static	Maps a static address to a port in a VLAN	GC	4-199
clear mac-address-table dynamic	Removes any learned entries from the forwarding database	PE	4-200
show mac-address-table	Displays entries in the bridge-forwarding database	PE	4-201
mac-address-table aging-time	Sets the aging time of the address table	GC	4-202
show mac-address-table aging-time	Shows the aging time for the address table	PE	4-203

mac-address-table static

This command maps a static address to a destination port in a VLAN. Use the **no** form to remove an address.

Syntax

mac-address-table static *mac-address* **interface** *interface*
vlan *vlan-id* [*action*]
no mac-address-table static *mac-address* **vlan** *vlan-id*

- *mac-address* - MAC address.
- *interface*
  - **ethernet** *unit/port*
    - *unit* - This is unit 1.
    - *port* - Port number. (Range: 1-8)
  - **port-channel** *channel-id* (Range: 1-4)
- *vlan-id* - VLAN ID (Range: 1-4094)
- *action* -
  - **delete-on-reset** - Assignment lasts until the switch is reset.
  - **permanent** - Assignment is permanent.

Default Setting

No static addresses are defined. The default mode is **permanent**.

Command Mode

Global Configuration

Command Usage

The static address for a host device can be assigned to a specific port within a specific VLAN. Use this command to add static addresses to the MAC Address Table. Static addresses have the following characteristics:

- Static addresses will not be removed from the address table when a given interface link is down.
- Static addresses are bound to the assigned interface and will not be moved. When a static address is seen on another interface, the address will be ignored and will not be written to the address table.

- A static address cannot be learned on another port until the address is removed with the **no** form of this command.

Example

```
Console(config)#mac-address-table static 00-e0-29-94-34-de interface
  ethernet 1/1 vlan 1 delete-on-reset
Console(config)#
```

clear mac-address-table dynamic

This command removes any learned entries from the forwarding database and clears the transmit and receive counts for any static or system configured entries.

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#clear mac-address-table dynamic
Console#
```

show mac-address-table

This command shows classes of entries in the bridge-forwarding database.

Syntax

show mac-address-table [**address** *mac-address* [*mask*]]
[**interface** *interface*] [**vlan** *vlan-id*] [**sort** {**address** | **vlan** | **interface**}]

- *mac-address* - MAC address.
- *mask* - Bits to match in the address.
- *interface*
  - **ethernet** *unit*/*port*
    - *unit* - This is unit 1.
    - *port* - Port number. (Range: 1-8)
  - **port-channel** *channel-id* (Range: 1-4)
- *vlan-id* - VLAN ID (Range: 1-4094)
- **sort** - Sort by address, vlan or interface.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

- The MAC Address Table contains the MAC addresses associated with each interface. Note that the Type field may include the following types:
  - Learned - Dynamic address entries
  - Permanent - Static entry
  - Delete-on-reset - Static entry to be deleted when system is reset

- The mask should be hexadecimal numbers (representing an equivalent bit mask) in the form xx-xx-xx-xx-xx-xx that is applied to the specified MAC address. Enter hexadecimal numbers, where an equivalent binary bit "0" means to match a bit and "1" means to ignore a bit. For example, a mask of 00-00-00-00-00-00 means an exact match, and a mask of FF-FF-FF-FF-FF-FF means "any."
- The maximum number of address entries is 8191.

Example

```
Console#show mac-address-table
 Interface MAC Address       VLAN Type
 --------- ----------------- ---- -----------------
  Eth 1/ 1 00-e0-29-94-34-de    1 Delete-on-reset
Console#
```

mac-address-table aging-time

This command sets the aging time for entries in the address table. Use the **no** form to restore the default aging time.

Syntax

mac-address-table aging-time *seconds*
no mac-address-table aging-time

seconds - Aging time. (Range: 10-1000000 seconds; 0 to disable aging)

Default Setting

300 seconds

Command Mode

Global Configuration

Command Usage

The aging time is used to age out dynamically learned forwarding information.

Example

```
Console(config)#mac-address-table aging-time 100
Console(config)#
```

show mac-address-table aging-time

This command shows the aging time for entries in the address table.

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show mac-address-table aging-time
 Aging time: 300 sec.
Console#
```

Spanning Tree Commands

This section includes commands that configure the Spanning Tree Algorithm (STA) globally for the switch, and commands that configure STA for the selected interface.

Table 4-54 Spanning Tree Commands

Command	Function	Mode	Page
spanning-tree	Enables the spanning tree protocol	GC	4-205
spanning-tree mode	Configures STP, RSTP or MSTP mode	GC	4-206
spanning-tree forward-time	Configures the spanning tree bridge forward time	GC	4-208
spanning-tree hello-time	Configures the spanning tree bridge hello time	GC	4-209
spanning-tree max-age	Configures the spanning tree bridge maximum age	GC	4-209
spanning-tree priority	Configures the spanning tree bridge priority	GC	4-210
spanning-tree path-cost method	Configures the path cost method for RSTP/MSTP	GC	4-211
spanning-tree transmission-limit	Configures the transmission limit for RSTP/MSTP	GC	4-212
spanning-tree mst-configuration	Changes to MSTP configuration mode	GC	4-212
mst vlan	Adds VLANs to a spanning tree instance	MST	4-213
mst priority	Configures the priority of a spanning tree instance	MST	4-214
name	Configures the name for the multiple spanning tree	MST	4-215
revision	Configures the revision number for the multiple spanning tree	MST	4-216
max-hops	Configures the maximum number of hops allowed in the region before a BPDU is discarded	MST	4-216

Table 4-54 Spanning Tree Commands (Continued)

Command	Function	Mode	Page
spanning-tree spanning-disabled	Disables spanning tree for an interface	IC	4-217
spanning-tree cost	Configures the spanning tree path cost of an interface	IC	4-218
spanning-tree port-priority	Configures the spanning tree priority of an interface	IC	4-219
spanning-tree edge-port	Enables fast forwarding for edge ports	IC	4-220
spanning-tree portfast	Sets an interface to fast forwarding	IC	4-221
spanning-tree link-type	Configures the link type for RSTP/MSTP	IC	4-222
spanning-tree mst cost	Configures the path cost of an instance in the MST	IC	4-223
spanning-tree mst port-priority	Configures the priority of an instance in the MST	IC	4-224
spanning-tree protocol-migration	Re-checks the appropriate BPDU format	PE	4-225
show spanning-tree	Shows spanning tree configuration for the common spanning tree (i.e., overall bridge), a selected interface, or an instance within the multiple spanning tree	PE	4-226
show spanning-tree mst configuration	Shows the multiple spanning tree configuration	PE	4-229

spanning-tree

This command enables the Spanning Tree Algorithm globally for the switch. Use the **no** form to disable it.

Syntax

[**no**] **spanning-tree**

Default Setting

Spanning tree is enabled.

Command Mode

Global Configuration

Command Usage

The Spanning Tree Algorithm (STA) can be used to detect and disable network loops, and to provide backup links between switches, bridges or routers. This allows the switch to interact with other bridging devices (that is, an STA-compliant switch, bridge or router) in your network to ensure that only one route exists between any two stations on the network, and provide backup links which automatically take over when a primary link goes down.

Example

This example shows how to enable the Spanning Tree Algorithm for the switch:

```
Console(config)#spanning-tree
Console(config)#
```

spanning-tree mode

This command selects the spanning tree mode for this switch. Use the **no** form to restore the default.

Syntax

spanning-tree mode {**stp** | **rstp** | **mstp**}
no spanning-tree mode

- **stp** - Spanning Tree Protocol (IEEE 802.1D)
- **rstp** - Rapid Spanning Tree Protocol (IEEE 802.1w)
- **mstp** - Multiple Spanning Tree (IEEE 802.1s)

Default Setting

mstp

Command Mode

Global Configuration

Command Usage

- Spanning Tree Protocol

  Uses RSTP for the internal state machine, but sends only 802.1D BPDUs.

  - This creates one spanning tree instance for the entire network. If multiple VLANs are implemented on a network, the path between specific VLAN members may be inadvertently disabled to prevent network loops, thus isolating group members. When operating multiple VLANs, we recommend selecting the MSTP option.

- Rapid Spanning Tree Protocol

  RSTP supports connections to either STP or RSTP nodes by monitoring the incoming protocol messages and dynamically adjusting the type of protocol messages the RSTP node transmits, as described below:

  - STP Mode – If the switch receives an 802.1D BPDU after a port's migration delay timer expires, the switch assumes it is connected to an 802.1D bridge and starts using only 802.1D BPDUs.
  - RSTP Mode – If RSTP is using 802.1D BPDUs on a port and receives an RSTP BPDU after the migration delay expires, RSTP restarts the migration delay timer and begins using RSTP BPDUs on that port.

- Multiple Spanning Tree Protocol
  - To allow multiple spanning trees to operate over the network, you must configure a related set of bridges with the same MSTP configuration, allowing them to participate in a specific set of spanning tree instances.
  - A spanning tree instance can exist only on bridges that have compatible VLAN instance assignments.
  - Be careful when switching between spanning tree modes. Changing modes stops all spanning-tree instances for the previous mode and restarts the system in the new mode, temporarily disrupting user traffic.

Example

The following example configures the switch to use Rapid Spanning Tree:

```
Console(config)#spanning-tree mode rstp
Console(config)#
```

spanning-tree forward-time

This command configures the spanning tree bridge forward time globally for this switch. Use the **no** form to restore the default.

Syntax

spanning-tree forward-time *seconds*
no spanning-tree forward-time

seconds - Time in seconds. (Range: 4 - 30 seconds)
The minimum value is the higher of 4 or [(max-age / 2) + 1].

Default Setting

15 seconds

Command Mode

Global Configuration

Command Usage

This command sets the maximum time (in seconds) the root device will wait before changing states (i.e., discarding to learning to forwarding). This delay is required because every device must receive information about topology changes before it starts to forward frames. In addition, each port needs time to listen for conflicting information that would make it return to the discarding state; otherwise, temporary data loops might result.

Example

```
Console(config)#spanning-tree forward-time 20
Console(config)#
```

spanning-tree hello-time

This command configures the spanning tree bridge hello time globally for this switch. Use the **no** form to restore the default.

Syntax

spanning-tree hello-time *time*
no spanning-tree hello-time

time - Time in seconds. (Range: 1-10 seconds).
The maximum value is the lower of 10 or [(max-age / 2) -1].

Default Setting

2 seconds

Command Mode

Global Configuration

Command Usage

This command sets the time interval (in seconds) at which the root device transmits a configuration message.

Example

```
Console(config)#spanning-tree hello-time 5
Console(config)#
```

spanning-tree max-age

This command configures the spanning tree bridge maximum age globally for this switch. Use the **no** form to restore the default.

Syntax

spanning-tree max-age *seconds*
no spanning-tree max-age

seconds - Time in seconds. (Range: 6-40 seconds)
The minimum value is the higher of 6 or [2 x (hello-time + 1)].
The maximum value is the lower of 40 or [2 x (forward-time - 1)].

Default Setting

20 seconds

Command Mode

Global Configuration

Command Usage

This command sets the maximum time (in seconds) a device can wait without receiving a configuration message before attempting to reconfigure. All device ports (except for designated ports) should receive configuration messages at regular intervals. Any port that ages out STA information (provided in the last configuration message) becomes the designated port for the attached LAN. If it is a root port, a new root port is selected from among the device ports attached to the network.

Example

```
Console(config)#spanning-tree max-age 40
Console(config)#
```

spanning-tree priority

This command configures the spanning tree priority globally for this switch. Use the **no** form to restore the default.

Syntax

spanning-tree priority *priority*
no spanning-tree priority

priority - Priority of the bridge. (Range: 0 - 65535)
(Range – 0-61440, in steps of 4096; Options: 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, 61440)

Default Setting

32768

Command Mode

Global Configuration

Command Usage

Bridge priority is used in selecting the root device, root port, and designated port. The device with the highest priority (i.e., lower numeric value) becomes the STA root device. However, if all devices have the same priority, the device with the lowest MAC address will then become the root device.

Example

```
Console(config)#spanning-tree priority 40000
Console(config)#
```

spanning-tree pathcost method

This command configures the path cost method used for Rapid Spanning Tree and Multiple Spanning Tree. Use the **no** form to restore the default.

Syntax

spanning-tree pathcost method {**long** | **short**}
no spanning-tree pathcost method

- **long** - Specifies 32-bit based values that range from 1-200,000,000.
- **short** - Specifies 16-bit based values that range from 1-65535.

Default Setting

Long method

Command Mode

Global Configuration

Command Usage

The path cost method is used to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media. Note that path cost (page 4-218) takes precedence over port priority (page 4-219).

Example

```
Console(config)#spanning-tree pathcost method long
Console(config)#
```

spanning-tree transmission-limit

This command configures the minimum interval between the transmission of consecutive RSTP/MSTP BPDUs. Use the **no** form to restore the default.

Syntax

spanning-tree transmission-limit *count*
no spanning-tree transmission-limit

count - The transmission limit in seconds. (Range: 1-10)

Default Setting

3

Command Mode

Global Configuration

Command Usage

This command limits the maximum transmission rate for BPDUs.

Example

```
Console(config)#spanning-tree transmission-limit 4
Console(config)#
```

spanning-tree mst-configuration

This command changes to Multiple Spanning Tree (MST) configuration mode.

Default Setting

- No VLANs are mapped to any MST instance.
- The region name is set the switch's MAC address.

Command Mode

Global Configuration

Example

```
Console(config)#spanning-tree mst-configuration
Console(config-mstp)#
```

Related Commands

mst vlan (4-213)
mst priority (4-214)
name (4-215)
revision (4-216)
max-hops (4-216)

mst vlan

This command adds VLANs to a spanning tree instance. Use the **no** form to remove the specified VLANs. Using the **no** form without any VLAN parameters to remove all VLANs.

Syntax

[**no**] **mst** *instance_id* **vlan** *vlan-range*

- *instance_id* - Instance identifier of the spanning tree. (Range: 0-4094)
- *vlan-range* - Range of VLANs. (Range: 1-4094)

Default Setting

none

Command Mode

MST Configuration

Command Usage

- Use this command to group VLANs into spanning tree instances. MSTP generates a unique spanning tree for each instance. This provides multiple pathways across the network, thereby balancing the traffic load, preventing wide-scale disruption when a bridge node in a single instance fails, and allowing for faster convergence of a new topology for the failed instance.
- By default all VLANs are assigned to the Internal Spanning Tree (MSTI 0) that connects all bridges and LANs within the MST region. This switch supports up to 58 instances. You should try to group VLANs which cover the same general area of your network. However, remember that you must configure all bridges within the same MSTI Region (page 4-215) with the same set of instances, and the same instance (on each bridge) with the same set of VLANs. Also, note that

RSTP treats each MSTI region as a single node, connecting all regions to the Common Spanning Tree.

Example

```
Console(config-mstp)#mst 1 vlan 2-5
Console(config-mstp)#
```

mst priority

This command configures the priority of a spanning tree instance. Use the **no** form to restore the default.

Syntax

mst *instance_id* **priority** *priority*
no mst *instance_id* **priority**

- *instance_id* - Instance identifier of the spanning tree. (Range: 0-4094)
- *priority* - Priority of the spanning tree instance.
  (Range: 0-61440 in steps of 4096; Options: 0, 4096, 8192, 12288, 16384, 20480, 24576, 28672, 32768, 36864, 40960, 45056, 49152, 53248, 57344, 61440)

Default Setting

32768

Command Mode

MST Configuration

Command Usage

- MST priority is used in selecting the root bridge and alternate bridge of the specified instance. The device with the highest priority (i.e., lowest numerical value) becomes the MSTI root device. However, if all devices have the same priority, the device with the lowest MAC address will then become the root device.
- You can set this switch to act as the MSTI root device by specifying a priority of 0, or as the MSTI alternate device by specifying a priority of 16384.

Example

```
Console(config-mstp)#mst 1 priority 4096
Console(config-mstp)#
```

name

This command configures the name for the multiple spanning tree region in which this switch is located. Use the **no** form to clear the name.

Syntax

name *name*

name - Name of the spanning tree.

Default Setting

Switch's MAC address

Command Mode

MST Configuration

Command Usage

The MST region name and revision number (page 4-216) are used to designate a unique MST region. A bridge (i.e., spanning-tree compliant device such as this switch) can only belong to one MST region. And all bridges in the same region must be configured with the same MST instances.

Example

```
Console(config-mstp)#name R&D
Console(config-mstp)#
```

Related Commands

revision (4-216)

revision

This command configures the revision number for this multiple spanning tree configuration of this switch. Use the **no** form to restore the default.

Syntax

revision *number*

number - Revision number of the spanning tree. (Range: 0-65535)

Default Setting

0

Command Mode

MST Configuration

Command Usage

The MST region name (page 4-215) and revision number are used to designate a unique MST region. A bridge (i.e., spanning-tree compliant device such as this switch) can only belong to one MST region. And all bridges in the same region must be configured with the same MST instances.

Example

```
Console(config-mstp)#revision 1
Console(config-mstp)#
```

Related Commands

name (4-215)

max-hops

This command configures the maximum number of hops in the region before a BPDU is discarded. Use the **no** form to restore the default.

Syntax

max-hops *hop-number*

hop-number - Maximum hop number for multiple spanning tree. (Range: 1-40)

Default Setting

20

Command Mode

MST Configuration

Command Usage

An MSTI region is treated as a single node by the STP and RSTP protocols. Therefore, the message age for BPDUs inside an MSTI region is never changed. However, each spanning tree instance within a region, and the internal spanning tree (IST) that connects these instances use a hop count to specify the maximum number of bridges that will propagate a BPDU. Each bridge decrements the hop count by one before passing on the BPDU. When the hop count reaches zero, the message is dropped.

Example

```
Console(config-mstp)#max-hops 30
Console(config-mstp)#
```

spanning-tree spanning-disabled

This command disables the spanning tree algorithm for the specified interface. Use the **no** form to reenable the spanning tree algorithm for the specified interface.

Syntax

[**no**] **spanning-tree spanning-disabled**

Default Setting

Enabled

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

This example disables the spanning tree algorithm for port 5.

```
Console(config)#interface ethernet 1/5
Console(config-if)#spanning-tree spanning-disabled
Console(config-if)#
```

spanning-tree cost

This command configures the spanning tree path cost for the specified interface. Use the **no** form to restore the default.

Syntax

spanning-tree cost *cost*
no spanning-tree cost

cost - The path cost for the port.
(Range: 0 for auto-configuration, or 1-200,000,000)
The recommended range is:

- Ethernet: 200,000-20,000,000
- Fast Ethernet: 20,000-2,000,000
- Gigabit Ethernet: 2,000-200,000
- 10 Gigabit Ethernet: 200-20,000

Default Setting

By default, the system automatically detects the speed and duplex mode used on each port, and configures the path cost according to the values shown below. Path cost "0" is used to indicate auto-configuration mode.

- Ethernet – half duplex: 2,000,000; full duplex: 1,000,000; trunk: 500,000
- Fast Ethernet – half duplex: 200,000; full duplex: 100,000; trunk: 50,000
- Gigabit Ethernet – full duplex: 10,000; trunk: 5,000
- 10 Gigabit Ethernet – full duplex: 1000; trunk: 500

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- This command is used by the Spanning Tree Algorithm to determine the best path between devices. Therefore, lower values should be assigned to ports attached to faster media, and higher values assigned to ports with slower media.
- Path cost takes precedence over port priority.

- When the spanning-tree pathcost method (page 4-211) is set to short, the maximum value for path cost is 65,535.

Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#spanning-tree cost 50
Console(config-if)#
```

spanning-tree port-priority

This command configures the priority for the specified interface. Use the **no** form to restore the default.

Syntax

spanning-tree port-priority *priority*
no spanning-tree port-priority

priority - The priority for a port. (Range: 0-240, in steps of 16)

Default Setting

128

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- This command defines the priority for the use of a port in the Spanning Tree Algorithm. If the path cost for all ports on a switch are the same, the port with the highest priority (that is, lowest value) will be configured as an active link in the spanning tree.
- Where more than one port is assigned the highest priority, the port with lowest numeric identifier will be enabled.

Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#spanning-tree port-priority 0
```

Related Commands

spanning-tree cost (4-218)

spanning-tree edge-port

This command specifies an interface as an edge port. Use the **no** form to restore the default.

Syntax

[**no**] **spanning-tree edge-port**

Default Setting

Disabled

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- You can enable this option if an interface is attached to a LAN segment that is at the end of a bridged LAN or to an end node. Since end nodes cannot cause forwarding loops, they can pass directly through to the spanning tree forwarding state. Specifying Edge Ports provides quicker convergence for devices such as workstations or servers, retains the current forwarding database to reduce the amount of frame flooding required to rebuild address tables during reconfiguration events, does not cause the spanning tree to initiate reconfiguration when the interface changes state, and also overcomes other STA-related timeout problems. However, remember that Edge Port should only be enabled for ports connected to an end-node device.
- This command has the same effect as the **spanning-tree portfast**.

Example

```
Console(config)#interface ethernet ethernet 1/5
Console(config-if)#spanning-tree edge-port
Console(config-if)#
```

Related Commands

spanning-tree portfast (4-221)

spanning-tree portfast

This command sets an interface to fast forwarding. Use the **no** form to disable fast forwarding.

Syntax

[**no**] **spanning-tree portfast**

Default Setting

Disabled

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- This command is used to enable/disable the fast spanning-tree mode for the selected port. In this mode, ports skip the Discarding and Learning states, and proceed straight to Forwarding.
- Since end-nodes cannot cause forwarding loops, they can be passed through the spanning tree state changes more quickly than allowed by standard convergence time. Fast forwarding can achieve quicker convergence for end-node workstations and servers, and also overcome other STA related timeout problems. (Remember that fast forwarding should only be enabled for ports connected to a LAN segment that is at the end of a bridged LAN or for an end-node device.)
- This command is the same as **spanning-tree edge-port**, and is only included for backward compatibility with earlier products. Note that this command may be removed for future software versions.

Example

```
Console(config)#interface ethernet 1/5
Console(config-if)#bridge-group 1 portfast
Console(config-if)#
```

Related Commands

spanning-tree edge-port (4-220)

spanning-tree link-type

This command configures the link type for Rapid Spanning Tree and Multiple Spanning Tree. Use the **no** form to restore the default.

Syntax

spanning-tree link-type {**auto** | **point-to-point** | **shared**}
no spanning-tree link-type

- **auto** - Automatically derived from the duplex mode setting.
- **point-to-point** - Point-to-point link.
- **shared** - Shared medium.

Default Setting

auto

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- Specify a point-to-point link if the interface can only be connected to exactly one other bridge, or a shared link if it can be connected to two or more bridges.
- When automatic detection is selected, the switch derives the link type from the duplex mode. A full-duplex interface is considered a point-to-point link, while a half-duplex interface is assumed to be on a shared link.
- RSTP only works on point-to-point links between two bridges. If you designate a port as a shared link, RSTP is forbidden. Since MSTP is an extension of RSTP, this same restriction applies.

Example

```
Console(config)#interface ethernet ethernet 1/5
Console(config-if)#spanning-tree link-type point-to-point
```

spanning-tree mst cost

This command configures the path cost on a spanning instance in the Multiple Spanning Tree. Use the **no** form to restore the default.

Syntax

spanning-tree mst *instance_id* **cost** *cost*
no spanning-tree mst *instance_id* **cost**

- *instance_id* - Instance identifier of the spanning tree. (Range: 0-4094, no leading zeroes)
- *cost* - Path cost for an interface. (Range: 1-200,000,000)

  The recommended range is -
  - Ethernet: 200,000-20,000,000
  - Fast Ethernet: 20,000-2,000,000
  - Gigabit Ethernet: 2,000-200,000
  - 10 Gigabit Ethernet: 200-20,000

Default Setting

By default, the system automatically detects the speed and duplex mode used on each port, and configures the path cost according to the values shown below. Path cost "0" is used to indicate auto-configuration mode.

- Ethernet – half duplex: 2,000,000; full duplex: 1,000,000; trunk: 500,000
- Fast Ethernet – half duplex: 200,000; full duplex: 100,000; trunk: 50,000
- Gigabit Ethernet – full duplex: 10,000; trunk: 5,000
- 10 Gigabit Ethernet – full duplex: 1000; trunk: 500

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- Each spanning-tree instance is associated with a unique set of VLAN IDs.
- This command is used by the multiple spanning-tree algorithm to determine the best path between devices. Therefore, lower values should be assigned to interfaces attached to faster media, and higher values assigned to interfaces with slower media.
- Path cost takes precedence over interface priority.

Example

```
Console(config)#interface ethernet ethernet 1/5
Console(config-if)#spanning-tree mst 1 cost 50
Console(config-if)#
```

Related Commands

spanning-tree mst port-priority (4-224)

spanning-tree mst port-priority

This command configures the interface priority on a spanning instance in the Multiple Spanning Tree. Use the **no** form to restore the default.

Syntax

spanning-tree mst *instance_id* **port-priority** *priority*
no spanning-tree mst *instance_id* **port-priority**

- *instance_id* - Instance identifier of the spanning tree. (Range: 0-4094, no leading zeroes)
- *priority* - Priority for an interface. (Range: 0-240 in steps of 16)

Default Setting

128

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- This command defines the priority for the use of an interface in the multiple spanning-tree. If the path cost for all interfaces on a switch are the same, the interface with the highest priority (that is, lowest value) will be configured as an active link in the spanning tree.
- Where more than one interface is assigned the highest priority, the interface with lowest numeric identifier will be enabled.

Example

```
Console(config)#interface ethernet ethernet 1/5
Console(config-if)#spanning-tree mst 1 port-priority 0
Console(config-if)#
```

Related Commands

spanning-tree mst cost (4-223)

spanning-tree protocol-migration

This command re-checks the appropriate BPDU format to send on the selected interface.

Syntax

spanning-tree protocol-migration *interface*

interface

- **ethernet** *unit*/*port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Command Mode

Privileged Exec

Command Usage

If at any time the switch detects STP BPDUs, including Configuration or Topology Change Notification BPDUs, it will automatically set the selected interface to forced STP-compatible mode. However, you can

also use the **spanning-tree protocol-migration** command at any time to manually re-check the appropriate BPDU format to send on the selected interfaces (i.e., RSTP or STP-compatible).

Example

```
Console#spanning-tree protocol-migration eth 1/5
Console#
```

show spanning-tree

This command shows the configuration for the common spanning tree (CST) or for an instance within the multiple spanning tree (MST).

Syntax

show spanning-tree [*interface* **|** **mst** *instance_id*]

- *interface*
  - **ethernet** *unit/port*
    - *unit* - This is unit 1.
    - *port* - Port number. (Range: 1-8)
  - **port-channel** *channel-id* (Range: 1-4)
- *instance_id* - Instance identifier of the multiple spanning tree. (Range: 0-4094, no leading zeroes)

Default Setting

None

Command Mode

Privileged Exec

Command Usage

- Use the **show spanning-tree** command with no parameters to display the spanning tree configuration for the switch for the Common Spanning Tree (CST) and for every interface in the tree.
- Use the **show spanning-tree** *interface* command to display the spanning tree configuration for an interface within the Common Spanning Tree (CST).

- Use the **show spanning-tree mst** *instance_id* command to display the spanning tree configuration for an instance within the Multiple Spanning Tree (MST).
- For a description of the items displayed under "Spanning-tree information," see "Configuring Global Settings" on page 3-163. For a description of the items displayed for specific interfaces, see "Displaying Interface Settings" on page 3-168.

Example

```
Console#show spanning-tree
Spanning-tree information
---------------------------------------------------------------------
 Spanning tree mode:                MSTP
 Spanning tree enable/disable:      enable
 Instance:                          0
 Vlans configuration:               1-4094
 Priority:                          32768
 Bridge Hello Time (sec.):          2
 Bridge Max Age (sec.):             20
 Bridge Forward Delay (sec.):       15
 Root Hello Time (sec.):            2
 Root Max Age (sec.):               20
 Root Forward Delay (sec.):         15
 Max hops:                          20
 Remaining hops:                    20
 Designated Root:                   32768.0.0000ABCD0000
 Current root port:                 1
 Current root cost:                 10000
 Number of topology changes:        1
 Last topology changes time (sec.): 22
 Transmission limit:                3
 Path Cost Method:                  long
---------------------------------------------------------------------
Eth  1/ 1 information
---------------------------------------------------------------------
 Admin status:             enable
 Role:                     root
 State:                    forwarding
 External admin path cost: 10000
 Internal admin cost:      10000
 External oper path cost:  10000
 Internal oper path cost:  10000
 Priority:                 128
 Designated cost:          200000
 Designated port:          128.24
 Designated root:          32768.0.0000ABCD0000
 Designated bridge:        32768.0.0030F1552000
 Fast forwarding:          disable
 Forward transitions:      1
 Admin edge port:          enable
 Oper edge port:           disable
 Admin Link type:          auto
 Oper Link type:           point-to-point
 Spanning Tree Status:     enable
:
```

show spanning-tree mst configuration

This command shows the configuration of the multiple spanning tree.

Command Mode

Privileged Exec

Example

```
Console#show spanning-tree mst configuration
Mstp Configuration Information
-----------------------------------------------------------------
 Configuration name: R&D
 Revision level:0

 Instance Vlans
-----------------------------------------------------------------
     1    2
Console#
```

VLAN Commands

A VLAN is a group of ports that can be located anywhere in the network, but communicate as though they belong to the same physical segment. This section describes commands used to create VLAN groups, add port members, specify how VLAN tagging is used, and enable automatic VLAN registration for the selected interface.

Table 4-55 VLAN Commands

Command Groups	Function	Page
Editing VLAN Groups	Sets up VLAN groups, including name, VID and state	4-230
Configuring VLAN Interfaces	Configures VLAN interface parameters, including ingress and egress tagging mode, ingress filtering, PVID, and GVRP	4-232
Displaying VLAN Information	Displays VLAN groups, status, port members, and MAC addresses	4-239
Configuring Private VLANs	Configures private VLANs, including uplink and downlink ports	4-240
Configuring Protocol VLANs	Configures protocol-based VLANs based on frame type and protocol	4-242

Editing VLAN Groups

Table 4-56 Editing VLAN Groups

Command	Function	Mode	Page
vlan database	Enters VLAN database mode to add, change, and delete VLANs	GC	4-230
vlan	Configures a VLAN, including VID, name and state	VC	4-231

vlan database

This command enters VLAN database mode. All commands in this mode will take effect immediately.

Default Setting

None

Command Mode

Global Configuration

Command Usage

- Use the VLAN database command mode to add, change, and delete VLANs. After finishing configuration changes, you can display the VLAN settings by entering the **show vlan** command.
- Use the **interface vlan** command mode to define the port membership mode and add or remove ports from a VLAN. The results of these commands are written to the running-configuration file, and you can display this file by entering the **show running-config** command.

Example

```
Console(config)#vlan database
Console(config-vlan)#
```

Related Commands

show vlan (4-239)

vlan

This command configures a VLAN. Use the **no** form to restore the default settings or delete a VLAN.

Syntax

vlan *vlan-id* [**name** *vlan-name*] **media ethernet** [**state** {**active** | **suspend**}]
no vlan *vlan-id* [**name** | **state**]

- *vlan-id* - ID of configured VLAN. (Range: 1-4094, no leading zeroes)
- **name** - Keyword to be followed by the VLAN name.
  - *vlan-name* - ASCII string from 1 to 32 characters.
- **media ethernet** - Ethernet media type.
- **state** - Keyword to be followed by the VLAN state.
  - **active** - VLAN is operational.
  - **suspend** - VLAN is suspended. Suspended VLANs do not pass packets.

Default Setting

By default only VLAN 1 exists and is active.

Command Mode

VLAN Database Configuration

Command Usage

- **no vlan** *vlan-id* deletes the VLAN.
- **no vlan** *vlan-id* **name** removes the VLAN name.
- **no vlan** *vlan-id* **state** returns the VLAN to the default state (i.e., active).
- You can configure up to 255 VLANs on the switch.

Example

The following example adds a VLAN, using VLAN ID 105 and name RD5. The VLAN is activated by default.

```
Console(config)#vlan database
Console(config-vlan)#vlan 105 name RD5 media ethernet
Console(config-vlan)#
```

Related Commands

show vlan (4-239)

Configuring VLAN Interfaces

Table 4-57 Configuring VLAN Interfaces

Command	Function	Mode	Page
interface vlan	Enters interface configuration mode for a specified VLAN	IC	4-232
switchport mode	Configures VLAN membership mode for an interface	IC	4-233
switchport acceptable-frame-types	Configures frame types to be accepted by an interface	IC	4-234
switchport ingress-filtering	Enables ingress filtering on an interface	IC	4-235
switchport native vlan	Configures the PVID (native VLAN) of an interface	IC	4-236
switchport allowed vlan	Configures the VLANs associated with an interface	IC	4-237
switchport gvrp	Enables GVRP for an interface	IC	4-249
switchport forbidden vlan	Configures forbidden VLANs for an interface	IC	4-238
switchport priority default	Sets a port priority for incoming untagged frames	IC	4-254

interface vlan

This command enters interface configuration mode for VLANs, which is used to configure VLAN parameters for a physical interface.

Syntax

interface vlan *vlan-id*

vlan-id - ID of the configured VLAN. (Range: 1-4094, no leading zeroes)

Default Setting

None

Command Mode

Global Configuration

Example

The following example shows how to set the interface configuration mode to VLAN 1, and then assign an IP address to the VLAN:

```
Console(config)#interface vlan 1
Console(config-if)#ip address 192.168.1.254 255.255.255.0
Console(config-if)#
```

Related Commands

shutdown (4-174)

switchport mode

This command configures the VLAN membership mode for a port. Use the **no** form to restore the default.

Syntax

switchport mode {**trunk** | **hybrid**}
no switchport mode

- **trunk** - Specifies a port as an end-point for a VLAN trunk. A trunk is a direct link between two switches, so the port transmits tagged frames that identify the source VLAN. Note that frames belonging to the port's default VLAN (i.e., associated with the PVID) are also transmitted as tagged frames.
- **hybrid** - Specifies a hybrid VLAN interface. The port may transmit tagged or untagged frames.

Default Setting

All ports are in hybrid mode with the PVID set to VLAN 1.

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

The following shows how to set the configuration mode to port 1, and then set the switchport mode to hybrid:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport mode hybrid
Console(config-if)#
```

Related Commands

switchport acceptable-frame-types (4-234)

switchport acceptable-frame-types

This command configures the acceptable frame types for a port. Use the **no** form to restore the default.

Syntax

switchport acceptable-frame-types {**all** | **tagged**}
no switchport acceptable-frame-types

- **all** - The port accepts all frames, tagged or untagged.
- **tagged** - The port only receives tagged frames.

Default Setting

All frame types

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

When set to receive all frame types, any received frames that are untagged are assigned to the default VLAN.

Example

The following example shows how to restrict the traffic received on port 1 to tagged frames:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport acceptable-frame-types tagged
Console(config-if)#
```

Related Commands

switchport mode (4-233)

switchport ingress-filtering

This command enables ingress filtering for an interface. Use the **no** form to restore the default.

Syntax

[**no**] **switchport ingress-filtering**

Default Setting

Disabled

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- Ingress filtering only affects tagged frames.
- If ingress filtering is disabled and a port receives frames tagged for VLANs for which it is not a member, these frames will be flooded to all other ports (except for those VLANs explicitly forbidden on this port).
- If ingress filtering is enabled and a port receives frames tagged for VLANs for which it is not a member, these frames will be discarded.
- Ingress filtering does not affect VLAN independent BPDU frames, such as GVRP or STA. However, they do affect VLAN dependent BPDU frames, such as GMRP.

Example

The following example shows how to set the interface to port 1 and then enable ingress filtering:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport ingress-filtering
Console(config-if)#
```

switchport native vlan

This command configures the PVID (i.e., default VLAN ID) for a port. Use the **no** form to restore the default.

Syntax

switchport native vlan *vlan-id*
no switchport native vlan

vlan-id - Default VLAN ID for a port. (Range: 1-4094, no leading zeroes)

Default Setting

VLAN 1

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- If an interface is not a member of VLAN 1 and you assign its PVID to this VLAN, the interface will automatically be added to VLAN 1 as an untagged member. For all other VLANs, an interface must first be configured as an untagged member before you can assign its PVID to that group.
- If acceptable frame types is set to **all** or switchport mode is set to **hybrid**, the PVID will be inserted into all untagged frames entering the ingress port.

Example

The following example shows how to set the PVID for port 1 to VLAN 3:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport native vlan 3
Console(config-if)#
```

switchport allowed vlan

This command configures VLAN groups on the selected interface. Use the **no** form to restore the default.

Syntax

switchport allowed vlan {**add** *vlan-list* [**tagged** | **untagged**] | **remove** *vlan-list*}

no switchport allowed vlan

- **add** *vlan-list* - List of VLAN identifiers to add.
- **remove** *vlan-list* - List of VLAN identifiers to remove.
- *vlan-list* - Separate nonconsecutive VLAN identifiers with a comma and no spaces; use a hyphen to designate a range of IDs. Do not enter leading zeros. (Range: 1-4094).

Default Setting

- All ports are assigned to VLAN 1 by default.
- The default frame type is untagged.

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- A port, or a trunk with switchport mode set to **hybrid**, must be assigned to at least one VLAN as untagged.
- If a trunk has switchport mode set to **trunk** (i.e., 1Q Trunk), then you can only assign an interface to VLAN groups as a tagged member.
- Frames are always tagged within the switch. The tagged/untagged parameter used when adding a VLAN to an interface tells the switch whether to keep or remove the tag from a frame on egress.
- If none of the intermediate network devices nor the host at the other end of the connection supports VLANs, the interface should be added to these VLANs as an untagged member. Otherwise, it is only necessary to add at most one VLAN as untagged, and this should correspond to the native VLAN for the interface.

- If a VLAN on the forbidden list for an interface is manually added to that interface, the VLAN is automatically removed from the forbidden list for that interface.

Example

The following example shows how to add VLANs 1, 2, 5 and 6 to the allowed list as tagged VLANs for port 1:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport allowed vlan add 1,2,5,6 tagged
Console(config-if)#
```

switchport forbidden vlan

This command configures forbidden VLANs. Use the **no** form to remove the list of forbidden VLANs.

Syntax

switchport forbidden vlan {**add** *vlan-list* | **remove** *vlan-list*}
no switchport forbidden vlan

- **add** *vlan-list* - List of VLAN identifiers to add.
- **remove** *vlan-list* - List of VLAN identifiers to remove.
- *vlan-list* - Separate nonconsecutive VLAN identifiers with a comma and no spaces; use a hyphen to designate a range of IDs. Do not enter leading zeros. (Range: 1-4094).

Default Setting

No VLANs are included in the forbidden list.

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- This command prevents a VLAN from being automatically added to the specified interface via GVRP.
- If a VLAN has been added to the set of allowed VLANs for an interface, then you cannot add it to the set of forbidden VLANs for that same interface.

Example

The following example shows how to prevent port 1 from being added to VLAN 3:

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport forbidden vlan add 3
Console(config-if)#
```

Displaying VLAN Information

Table 4-58 Displaying VLAN Information

Command	Function	Mode	Page
show vlan	Shows VLAN information	NE, PE	4-239
show interfaces status vlan	Displays status for the specified VLAN interface	NE, PE	4-177
show interfaces switchport	Displays the administrative and operational status of an interface	NE, PE	4-180

show vlan

This command shows VLAN information.

Syntax

show vlan [**id** *vlan-id* | **name** *vlan-name*]

- **id** - Keyword to be followed by the VLAN ID.
  vlan-id - ID of the configured VLAN. (Range: 1-4094, no leading zeroes)
- **name** - Keyword to be followed by the VLAN name.
  vlan-name - ASCII string from 1 to 32 characters.

Default Setting

Shows all VLANs.

Command Mode

Normal Exec, Privileged Exec

Example

The following example shows how to display information for VLAN 1:

```
Console#show vlan id 1

VLAN ID:               1
Type:                  Static
Name:                  DefaultVlan
Status:                Active
Ports/Port Channels:   Eth1/ 1(S) Eth1/ 2(S) Eth1/ 3(S) Eth1/ 4(S) Eth1/ 5(S)
                       Eth1/ 6(S) Eth1/ 7(S) Eth1/ 8(S) Eth1/ 9(S)

Console#
```

Configuring Private VLANs

Private VLANs provide port-based security and isolation between ports within the assigned VLAN. This section describes commands used to configure private VlANs.

Table 4-59 Private VLAN Commands

Command	Function	Mode	Page
pvlan	Enables and configured private VLANS	GC	4-240
show pvlan	Displays the configured private VLANS	PE	4-241

pvlan

This command enables or configures a private VLAN. Use the **no** form to disable the private VLAN.

Syntax

pvlan [**up-link** *interface-list* **down-link** *interface-list*]
no pvlan

- **up-link** – Specifies an uplink interface.
- **down-link** – Specifies a downlink interface.

Default Setting

No private VLANs are defined.

Command Mode

Global Configuration

Command Usage

- A private VLAN provides port-based security and isolation between ports within the VLAN. Data traffic on the downlink ports can only be forwarded to, and from, the uplink port.
- Private VLANs and normal VLANs can exist simultaneously within the same switch.
- Entering the **pvlan** command without any parameters enables the private VLAN. You must first enable Private VLANs with the **pvlan** command, before configuring port members as shown in the following example. Entering **no pvlan** disables the private VLAN.

Example

This example enables the private VLAN, and then sets port 12 as the uplink and ports 5-8 as the downlinks.

```
Console(config)#pvlan
Console(config)#pvlan up-link ethernet 1/12 down-link ethernet 1/5-8
Console(config)#
```

show pvlan

This command displays the configured private VLAN.

Command Mode

Privileged Exec

Example

```
Console#show pvlan
Private VLAN status: Enabled
Up-link port:
 Ethernet 1/4
Down-link port:
 Ethernet 1/5
 Ethernet 1/6
 Ethernet 1/7
 Ethernet 1/8
Console#
```

Configuring Protocol-based VLANs

The network devices required to support multiple protocols cannot be easily grouped into a common VLAN. This may require non-standard devices to pass traffic between different VLANs in order to encompass all the devices participating in a specific protocol. This kind of configuration deprives users of the basic benefits of VLANs, including security and easy accessibility.

To avoid these problems, you can configure this switch with protocol-based VLANs that divide the physical network into logical VLAN groups for each required protocol. When a frame is received at a port, its VLAN membership can then be determined based on the protocol type in use by the inbound packets.

Table 4-60 Protocol-based VLAN Commands

Command	Function	Mode	Page
protocol-vlan protocol-group	Create a protocol group, specifying the supported protocols	GC	4-243
protocol-vlan protocol-group	Maps a protocol group to a VLAN	IC	4-244
show protocol-vlan protocol-group	Shows the configuration of protocol groups	PE	4-245
show interfaces protocol-vlan protocol-group	Shows the interfaces mapped to a protocol group and the corresponding VLAN	PE	4-246

To configure protocol-based VLANs, follow these steps:

1. First configure VLAN groups for the protocols you want to use (page 4-231). Although not mandatory, we suggest configuring a separate VLAN for each major protocol running on your network. Do not add port members at this time.
2. Create a protocol group for each of the protocols you want to assign to a VLAN using the **protocol-vlan protocol-group** command (General Configuration mode).

3. Then map the protocol for each interface to the appropriate VLAN using the **protocol-vlan protocol-group** command (Interface Configuration mode).

protocol-vlan protocol-group (Configuring Groups)

This command creates a protocol group, or to add specific protocols to a group. Use the **no** form to remove a protocol group.

Syntax

protocol-vlan protocol-group *group-id* [{**add** | **remove**} **frame-type** *frame* **protocol-type** *protocol*]
no protocol-vlan protocol-group *group-id*

- *group-id* - Group identifier of this protocol group. (Range: 1-2147483647)
- *frame*[32] - Frame type used by this protocol. (Options: ethernet, rfc_1042, llc_other)
- *protocol* - Protocol type. The only option for the llc_other frame type is ipx_raw. The options for all other frames types include: ip, arp, rarp.

Default Setting

No protocol groups are configured.

Command Mode

Global Configuration

Example

The following creates protocol group 1, and specifies Ethernet frames with IP and ARP protocol types:

```
Console(config)#protocol-vlan protocol-group 1 add frame-type
  ethernet protocol-type ip
Console(config)#protocol-vlan protocol-group 1 add frame-type
  ethernet protocol-type arp
Console(config)#
```

32. SNAP frame types are not supported by this switch due to hardware limitations.

protocol-vlan protocol-group (Configuring Interfaces)

This command maps a protocol group to a VLAN for the current interface. Use the **no** form to remove the protocol mapping for this interface.

Syntax

protocol-vlan protocol-group *group-id* **vlan** *vlan-id*
no protocol-vlan protocol-group *group-id* **vlan**

- *group-id* - Group identifier of this protocol group. (Range: 1-2147483647)
- *vlan-id* - VLAN to which matching protocol traffic is forwarded. (Range: 1-4094)

Default Setting

No protocol groups are mapped for any interface.

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- When creating a protocol-based VLAN, only assign interfaces via this command. If you assign interfaces using any of the other VLAN commands (such as **vlan** on page 4-231), these interfaces will admit traffic of any protocol type into the associated VLAN.
- When a frame enters a port that has been assigned to a protocol VLAN, it is processed in the following manner:
  - If the frame is tagged, it will be processed according to the standard rules applied to tagged frames.
  - If the frame is untagged and the protocol type matches, the frame is forwarded to the appropriate VLAN.
  - If the frame is untagged but the protocol type does not match, the frame is forwarded to the default VLAN for this interface.

Example

The following example maps the traffic entering Port 1 which matches the protocol type specified in protocol group 1 to VLAN 2.

```
Console(config)#interface ethernet 1/1
Console(config-if)#protocol-vlan protocol-group 1 vlan 2
Console(config-if)#
```

show protocol-vlan protocol-group

This command shows the frame and protocol type associated with protocol groups.

Syntax

show protocol-vlan protocol-group [*group-id*]

group-id - Group identifier for a protocol group. (Range: 1-2147483647)

Default Setting

All protocol groups are displayed.

Command Mode

Privileged Exec

Example

This shows protocol group 1 configured for IP over Ethernet:

```
Console#show protocol-vlan protocol-group

 ProtocolGroup ID   Frame Type    Protocol Type
------------------ ------------- ---------------
                1      ethernet     08 00
Console#
```

show interfaces protocol-vlan protocol-group

This command shows the mapping from protocol groups to VLANs for the selected interfaces.

Syntax

show interfaces protocol-vlan protocol-group [*interface*]

interface

- **ethernet** *unit/port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

The mapping for all interfaces is displayed.

Command Mode

Privileged Exec

Example

This shows that traffic entering Port 1 that matches the specifications for protocol group 1 will be mapped to VLAN 2:

```
Console#show interfaces protocol-vlan protocol-group

   Port     ProtocolGroup ID    Vlan ID
---------- ------------------ -----------
   Eth 1/1                  1       vlan2
Console#
```

GVRP and Bridge Extension Commands

GARP VLAN Registration Protocol defines a way for switches to exchange VLAN information in order to automatically register VLAN members on interfaces across the network. This section describes how to enable GVRP for individual interfaces and globally for the switch, as well as how to display default configuration settings for the Bridge Extension MIB.

Table 4-61 GVRP and Bridge Extension Commands

Command	Function	Mode	Page
bridge-ext gvrp	Enables GVRP globally for the switch	GC	4-247
show bridge-ext	Shows the global bridge extension configuration	PE	4-248
switchport gvrp	Enables GVRP for an interface	IC	4-249
switchport forbidden vlan	Configures forbidden VLANs for an interface	IC	4-238
show gvrp configuration	Displays GVRP configuration for the selected interface	NE, PE	4-249
garp timer	Sets the GARP timer for the selected function	IC	4-250
show garp timer	Shows the GARP timer for the selected function	NE, PE	4-251

bridge-ext gvrp

This command enables GVRP globally for the switch. Use the **no** form to disable it.

Syntax

[**no**] **bridge-ext gvrp**

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

GVRP defines a way for switches to exchange VLAN information in order to register VLAN members on ports across the network. This function should be enabled to permit automatic VLAN registration, and to support VLANs which extend beyond the local switch.

Example

```
Console(config)#bridge-ext gvrp
Console(config)#
```

show bridge-ext

This command shows the configuration for bridge extension commands.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

See "Displaying Basic VLAN Information" on page 3-189 and "Displaying Bridge Extension Capabilities" on page 3-18 for a description of the displayed items.

Example

```
Console#show bridge-ext
 Max support VLAN numbers:              256
 Max support VLAN ID:                   4094
 Extended multicast filtering services: No
 Static entry individual port:          Yes
 VLAN learning:                         IVL
 Configurable PVID tagging:             Yes
 Local VLAN capable:                    No
 Traffic classes:                       Enabled
 Global GVRP status:                    Disabled
 GMRP:                                  Disabled
Console#
```

switchport gvrp

This command enables GVRP for a port. Use the **no** form to disable it.

Syntax

[**no**] **switchport gvrp**

Default Setting

Disabled

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Example

```
Console(config)#interface ethernet 1/1
Console(config-if)#switchport gvrp
Console(config-if)#
```

show gvrp configuration

This command shows if GVRP is enabled.

Syntax

show gvrp configuration [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

Shows both global and interface-specific configuration.

Command Mode

Normal Exec, Privileged Exec

Example

```
Console#show gvrp configuration ethernet 1/7
Eth 1/ 7:
 GVRP configuration: Disabled
Console#
```

garp timer

This command sets the values for the join, leave and leaveall timers. Use the **no** form to restore the timers' default values.

Syntax

garp timer {**join** | **leave** | **leaveall**} *timer_value*
no garp timer {**join** | **leave** | **leaveall**}

- {**join** | **leave** | **leaveall**} - Which timer to set.
- *timer_value* - Value of timer.
  Ranges:
  join: 20-1000 centiseconds
  leave: 60-3000 centiseconds
  leaveall: 500-18000 centiseconds

Default Setting

- join: 20 centiseconds
- leave: 60 centiseconds
- leaveall: 1000 centiseconds

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- Group Address Registration Protocol is used by GVRP and GMRP to register or deregister client attributes for client services within a bridged LAN. The default values for the GARP timers are independent of the media access method or data rate. These values should not be changed unless you are experiencing difficulties with GMRP or GVRP registration/deregistration.
- Timer values are applied to GVRP for all the ports on all VLANs.
- Timer values must meet the following restrictions:
  - leave >= (2 x join)
  - leaveall > leave

Note: Set GVRP timers on all Layer 2 devices connected in the same network to the same values. Otherwise, GVRP may not operate successfully.

Example

```
Console(config)#interface ethernet 1/1
Console(config-if)#garp timer join 100
Console(config-if)#
```

Related Commands

show garp timer (4-251)

show garp timer

This command shows the GARP timers for the selected interface.

Syntax

show garp timer [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

Shows all GARP timers.

Command Mode

Normal Exec, Privileged Exec

Example

```
Console#show garp timer ethernet 1/1
Eth 1/ 1 GARP timer status:
 Join timer:     20 centiseconds
 Leave timer:    60 centiseconds
 Leaveall timer: 1000 centiseconds
Console#
```

Related Commands

garp timer (4-250)

Priority Commands

The commands described in this section allow you to specify which data packets have greater precedence when traffic is buffered in the switch due to congestion. This switch supports CoS with eight priority queues for each port. Data packets in a port's high-priority queue will be transmitted before those in the lower-priority queues. You can set the default priority for each interface, the relative weight of each queue, and the mapping of frame priority tags to the switch's priority queues.

Table 4-62 Priority Commands

Command Groups	Function	Page
Priority (Layer 2)	Configures default priority for untagged frames, sets queue weights, and maps class of service tags to hardware queues	4-252
Priority (Layer 3 and 4)	Maps TCP ports, IP precedence tags, or IP DSCP tags to class of service values	4-259

Priority Commands (Layer 2)

Table 4-63 Priority Commands (Layer 2)

Command	Function	Mode	Page
queue mode	Sets the queue mode to strict priority or Weighted Round-Robin (WRR)	GC	4-253
switchport priority default	Sets a port priority for incoming untagged frames	IC	4-254
queue bandwidth	Assigns round-robin weights to the priority queues	IC	4-255
queue cos-map	Assigns class-of-service values to the priority queues	IC	4-256
show queue mode	Shows the current queue mode	PE	4-257
show queue bandwidth	Shows round-robin weights assigned to the priority queues	PE	4-258

Table 4-63 Priority Commands (Layer 2)

Command	Function	Mode	Page
show queue cos-map	Shows the class-of-service map	PE	4-258
show interfaces switchport	Displays the administrative and operational status of an interface	PE	4-180

queue mode

This command sets the queue mode to strict priority or Weighted Round-Robin (WRR) for the class of service (CoS) priority queues. Use the **no** form to restore the default value.

Syntax

queue mode {**strict** | **wrr**}
no queue mode

- **strict** - Services the egress queues in sequential order, transmitting all traffic in the higher priority queues before servicing lower priority queues.
- **wrr** - Weighted Round-Robin shares bandwidth at the egress ports by using scheduling weights 1, 2, 4, 6, 8, 10, 12, 14 for queues 0 - 7 respectively.

Default Setting

Weighted Round Robin

Command Mode

Global Configuration

Command Usage

You can set the switch to service the queues based on a strict rule that requires all traffic in a higher priority queue to be processed before lower priority queues are serviced, or use Weighted Round-Robin (WRR) queuing that specifies a relative weight of each queue. WRR uses a predefined relative weight for each queue that determines the

percentage of service time the switch services each queue before moving on to the next queue. This prevents the head-of-line blocking that can occur with strict priority queuing.

Example

The following example sets the queue mode to strict priority service mode:

```
Console(config)#queue mode strict
Console(config)#
```

switchport priority default

This command sets a priority for incoming untagged frames. Use the **no** form to restore the default value.

Syntax

switchport priority default *default-priority-id*
no switchport priority default

default-priority-id - The priority number for untagged ingress traffic. The priority is a number from 0 to 7. Seven is the highest priority.

Default Setting

The priority is not set, and the default value for untagged frames received on the interface is zero.

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- The default priority applies for an untagged frame received on a port set to accept all frame types (i.e, receives both untagged and tagged frames). This priority does not apply to IEEE 802.1Q VLAN tagged frames. If the incoming frame is an IEEE 802.1Q VLAN tagged frame, the IEEE 802.1p User Priority bits will be used.

- This switch provides eight priority queues for each port. It is configured to use Weighted Round Robin, which can be viewed with the **show queue bandwidth** command. Inbound frames that do not have VLAN tags are tagged with the input port's default ingress user priority, and then placed in the appropriate priority queue at the output port. The default priority for all ingress ports is zero. Therefore, any inbound frames that do not have priority tags will be placed in queue 0 of the output port. (Note that if the output port is an untagged member of the associated VLAN, these frames are stripped of all VLAN tags prior to transmission.)

Example

The following example shows how to set a default priority on port 3 to 5:

```
Console(config)#interface ethernet 1/3
Console(config-if)#switchport priority default 5
```

queue bandwidth

This command assigns weighted round-robin (WRR) weights to the eight class of service (CoS) priority queues. Use the **no** form to restore the default weights.

Syntax

queue bandwidth *weight1...weight8*
no queue bandwidth

weight1...weight8 - The ratio of weights for queues 0 - 7 determines the weights used by the WRR scheduler. (Range: 1 - 15)

Default Setting

Weights 1, 2, 4, 6, 8, 10, 12, 14 are assigned to queues 0 - 7 respectively.

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

WRR controls bandwidth sharing at the egress port by defining scheduling weights.

Example

This example shows how to assign WRR weights to each of the priority queues:

```
Console#configure
Console(config)#interface ethernet 1/5
Console(config-if)#queue bandwidth 1 3 5 7 9 11 13 15
Console(config-if)#
```

Related Commands

show queue bandwidth (4-258)

queue cos-map

This command assigns class of service (CoS) values to the priority queues (i.e., hardware output queues 0 - 7). Use the **no** form set the CoS map to the default values.

Syntax

queue cos-map *queue_id* [*cos1 ... cosn*]
no queue cos-map

- *queue_id* - The ID of the priority queue.
  Ranges are 0 to 7, where 7 is the highest priority queue.
- *cos1 ... cosn* - The CoS values that are mapped to the queue ID. It is a space-separated list of numbers. The CoS value is a number from 0 to 7, where 7 is the highest priority.

Default Setting

This switch supports Class of Service by using eight priority queues, with Weighted Round Robin queuing for each port. Eight separate traffic classes are defined in IEEE 802.1p. The default priority levels are assigned according to recommendations in the IEEE 802.1p standard as shown below.

Table 4-64 Default CoS Priority Levels

Queue	0	1	2	3	4	5	6	7
Priority	2	0	1	3	4	5	6	7

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- CoS values assigned at the ingress port are also used at the egress port.
- This command sets the CoS priority for all interfaces.

Example

The following example shows how to change the CoS assignments to a one-to-one mapping:

```
Console(config)#interface ethernet 1/1
Console(config-if)#queue cos-map 0 0
Console(config-if)#queue cos-map 1 1
Console(config-if)#queue cos-map 2 2
Console(config-if)#end
Console#show queue cos-map ethernet 1/1
Information of Eth 1/1
 CoS Value:      0 1 2 3 4 5 6 7
 Priority Queue: 0 1 2 3 4 5 6 7
Console#
```

Related Commands

show queue cos-map (4-258)

show queue mode

This command shows the current queue mode.

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show queue mode

Queue Mode: wrr
Console#
```

show queue bandwidth

This command displays the weighted round-robin (WRR) bandwidth allocation for the eight priority queues.

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show queue bandwidth
Information of Eth 1/1
 Queue ID  Weight
 --------  ------
    0         1
    1         2
    2         4
    3         6
    4         8
    5         10
    6         12
    7         14
:
```

show queue cos-map

This command shows the class of service priority map.

Syntax

show queue cos-map [*interface*]

interface

- **ethernet** *unit/port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show queue cos-map ethernet 1/1
Information of Eth 1/1
 CoS Value:      0 1 2 3 4 5 6 7
 Priority Queue: 2 0 1 3 4 5 6 7
Console#
```

Priority Commands (Layer 3 and 4)

Table 4-65 Priority Commands (Layer 3 and 4)

Command	Function	Mode	Page
map ip port	Enables TCP/UDP class of service mapping	GC	4-259
map ip port	Maps TCP/UDP socket to a class of service	IC	4-260
map ip precedence	Enables IP precedence class of service mapping	GC	4-261
map ip precedence	Maps IP precedence value to a class of service	IC	4-261
map ip dscp	Enables IP DSCP class of service mapping	GC	4-262
map ip dscp	Maps IP DSCP value to a class of service	IC	4-263
show map ip port	Shows the IP port map	PE	4-264
show map ip precedence	Shows the IP precedence map	PE	4-265
show map ip dscp	Shows the IP DSCP map	PE	4-266

map ip port (Global Configuration)

This command enables IP port mapping (i.e., class of service mapping for TCP/UDP sockets). Use the **no** form to disable IP port mapping.

Syntax

[**no**] **map ip port**

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.

Example

The following example shows how to enable TCP/UDP port mapping globally:

```
Console(config)#map ip port
Console(config)#
```

map ip port (Interface Configuration)

This command sets IP port priority (i.e., TCP/UDP port priority). Use the **no** form to remove a specific setting.

Syntax

map ip port *port-number* **cos** *cos-value*
no map ip port *port-number*

- *port-number* - 16-bit TCP/UDP port number. (Range: 0-65535)
- *cos-value* - Class-of-Service value (Range: 0-7)

Default Setting

None

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- This command sets the IP port priority for all interfaces.

Example

The following example shows how to map HTTP traffic to CoS value 0:

```
Console(config)#interface ethernet 1/5
Console(config-if)#map ip port 80 cos 0
Console(config-if)#
```

map ip precedence (Global Configuration)

This command enables IP precedence mapping (i.e., IP Type of Service). Use the **no** form to disable IP precedence mapping.

Syntax

[**no**] **map ip precedence**

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- IP Precedence and IP DSCP cannot both be enabled. Enabling one of these priority types will automatically disable the other type.

Example

The following example shows how to enable IP precedence mapping globally:

```
Console(config)#map ip precedence
Console(config)#
```

map ip precedence (Interface Configuration)

This command sets IP precedence priority (i.e., IP Type of Service priority). Use the **no** form to restore the default table.

Syntax

map ip precedence *ip-precedence-value* **cos** *cos-value*
no map ip precedence

- *precedence-value* - 3-bit precedence value. (Range: 0-7)
- *cos-value* - Class-of-Service value (Range: 0-7)

Default Setting

The list below shows the default priority mapping.

Table 4-66 Mapping IP Precedence to CoS Values

IP Precedence Value	0	1	2	3	4	5	6	7
CoS Value	0	1	2	3	4	5	6	7

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- IP Precedence values are mapped to default Class of Service values on a one-to-one basis according to recommendations in the IEEE 802.1p standard, and then subsequently mapped to the eight hardware priority queues.
- This command sets the IP Precedence for all interfaces.

Example

The following example shows how to map IP precedence value 1 to CoS value 0:

```
Console(config)#interface ethernet 1/5
Console(config-if)#map ip precedence 1 cos 0
Console(config-if)#
```

map ip dscp (Global Configuration)

This command enables IP DSCP mapping (i.e., Differentiated Services Code Point mapping). Use the **no** form to disable IP DSCP mapping.

Syntax

[**no**] **map ip dscp**

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- IP Precedence and IP DSCP cannot both be enabled. Enabling one of these priority types will automatically disable the other type.

Example

The following example shows how to enable IP DSCP mapping globally:

```
Console(config)#map ip dscp
Console(config)#
```

map ip dscp (Interface Configuration)

This command sets IP DSCP priority (i.e., Differentiated Services Code Point priority). Use the **no** form to restore the default table.

Syntax

map ip dscp *dscp-value* **cos** *cos-value*
no map ip dscp

- *dscp-value* - 8-bit DSCP value. (Range: 0-63)
- *cos-value* - Class-of-Service value (Range: 0-7)

Default Setting

The DSCP default values are defined in the following table. Note that all the DSCP values that are not specified are mapped to CoS value 0.

Table 4-67 Mapping IP DSCP to CoS Values

IP DSCP Value	CoS Value
0	0
8	1
10, 12, 14, 16	2
18, 20, 22, 24	3
26, 28, 30, 32, 34, 36	4
38, 40, 42	5
48	6
46, 56	7

Command Mode

Interface Configuration (Ethernet Ports 1-8, Port Channel)

Command Usage

- The precedence for priority mapping is IP Port, IP Precedence or IP DSCP, and default switchport priority.
- DSCP priority values are mapped to default Class of Service values according to recommendations in the IEEE 802.1p standard, and then subsequently mapped to the eight hardware priority queues.
- This command sets the IP DSCP priority for all interfaces.

Example

The following example shows how to map IP DSCP value 1 to CoS value 0:

```
Console(config)#interface ethernet 1/5
Console(config-if)#map ip dscp 1 cos 0
Console(config-if)#
```

show map ip port

This command shows the IP port priority map.

Syntax

show map ip port [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

None

Command Mode

Privileged Exec

Example

The following shows that HTTP traffic has been mapped to CoS value 0:

```
Console#show map ip port
TCP port mapping status: disabled

 Port      Port no. COS
 --------- -------- ---
  Eth 1/ 5       80   0
Console#
```

Related Commands

map ip port (Global Configuration) (4-259)
map ip port (Interface Configuration) (4-260)

show map ip precedence

This command shows the IP precedence priority map.

Syntax

show map ip precedence [*interface*]

interface

- **ethernet** *unit*/*port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show map ip precedence ethernet 1/5
Precedence mapping status: disabled

 Port       Precedence COS
 ---------  ---------- ---
  Eth 1/ 5           0   0
  Eth 1/ 5           1   1
  Eth 1/ 5           2   2
  Eth 1/ 5           3   3
  Eth 1/ 5           4   4
  Eth 1/ 5           5   5
  Eth 1/ 5           6   6
  Eth 1/ 5           7   7
Console#
```

Related Commands

map ip precedence (Global Configuration) (4-261)
map ip precedence (Interface Configuration) (4-261)

show map ip dscp

This command shows the IP DSCP priority map.

Syntax

show map ip dscp [*interface*]

interface

- **ethernet** *unit/port*
  - *unit* - This is unit 1.
  - *port* - Port number. (Range: 1-8)
- **port-channel** *channel-id* (Range: 1-4)

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show map ip dscp ethernet 1/1
DSCP mapping status: disabled

 Port      DSCP COS
 --------- ---- ---
  Eth 1/ 1    0   0
  Eth 1/ 1    1   0
  Eth 1/ 1    2   0
  Eth 1/ 1    3   0
⋮
  Eth 1/ 1   61   0
  Eth 1/ 1   62   0
  Eth 1/ 1   63   0
Console#
```

Related Commands

map ip dscp (Global Configuration) (4-262)
map ip dscp (Interface Configuration) (4-263)

Multicast Filtering Commands

This switch uses IGMP (Internet Group Management Protocol) to query for any attached hosts that want to receive a specific multicast service. It identifies the ports containing hosts requesting a service and sends data out to those ports only. It then propagates the service request up to any neighboring multicast switch/router to ensure that it will continue to receive the multicast service.

Table 4-68 Multicast Filtering Commands

Command Groups	Function	Page
IGMP Snooping	Configures multicast groups via IGMP snooping or static assignment, sets the IGMP version, displays current snooping and query settings, and displays the multicast service and group members	4-268
IGMP Query	Configures IGMP query parameters for multicast filtering at Layer 2	4-272
Static Multicast Routing	Configures static multicast router ports	4-276

IGMP Snooping Commands

Table 4-69 IGMP Snooping Commands

Command	Function	Mode	Page
ip igmp snooping	Enables IGMP snooping	GC	4-268
ip igmp snooping vlan static	Adds an interface as a member of a multicast group	GC	4-269
ip igmp snooping version	Configures the IGMP version for snooping	GC	4-269
show ip igmp snooping	Shows the IGMP snooping and query configuration	PE	4-270
show mac-address-table multicast	Shows the IGMP snooping MAC multicast list	PE	4-271

ip igmp snooping

This command enables IGMP snooping on this switch. Use the **no** form to disable it.

Syntax

[no] ip igmp snooping

Default Setting

Enabled

Command Mode

Global Configuration

Example

The following example enables IGMP snooping.

```
Console(config)#ip igmp snooping
Console(config)#
```

ip igmp snooping vlan static

This command adds a port to a multicast group. Use the **no** form to remove the port.

Syntax

[**no**] **ip igmp snooping vlan** *vlan-id* **static** *ip-address interface*

- *vlan-id* - VLAN ID (Range: 1-4094)
- *ip-address* - IP address for multicast group
- *interface*
  - **ethernet** *unit/port*
    - *unit* - This is unit 1.
    - *port* - Port number. (Range: 1-8)
  - **port-channel** *channel-id* (Range: 1-4)

Default Setting

None

Command Mode

Global Configuration

Example

The following shows how to statically configure a multicast group on a port:

```
Console(config)#ip igmp snooping vlan 1 static 224.0.0.12
 ethernet 1/5
Console(config)#
```

ip igmp snooping version

This command configures the IGMP snooping version. Use the **no** form to restore the default.

Syntax

ip igmp snooping version {**1** | **2**}
no ip igmp snooping version

- **1** - IGMP Version 1
- **2** - IGMP Version 2

Default Setting

IGMP Version 2

Command Mode

Global Configuration

Command Usage

- All systems on the subnet must support the same version. If there are legacy devices in your network that only support Version 1, you will also have to configure this switch to use Version 1.
- Some commands are only enabled for IGMPv2, including **ip igmp query-max-response-time** and **ip igmp query-timeout**.

Example

The following configures the switch to use IGMP Version 1:

```
Console(config)#ip igmp snooping version 1
Console(config)#
```

show ip igmp snooping

This command shows the IGMP snooping configuration.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

See "Configuring IGMP Snooping and Query Parameters" on page 3-223 for a description of the displayed items.

Example

The following shows the current IGMP snooping configuration:

```
Console#show ip igmp snooping
 Service status:          Enabled
 Querier status:          Disabled
 Query count:             2
 Query interval:          125 sec
 Query max response time: 10 sec
 Router port expire time: 300 sec
 IGMP snooping version:   Version 2
Console#
```

show mac-address-table multicast

This command shows known multicast addresses.

Syntax

show mac-address-table multicast [**vlan** *vlan-id*] [**user** | **igmp-snooping**]

- *vlan-id* - VLAN ID (Range: 1-4094)
- **user** - Display only the user-configured multicast entries.
- **igmp-snooping** - Display only entries learned through IGMP snooping.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

Member types displayed include IGMP or USER, depending on selected options.

Example

The following shows the multicast entries learned through IGMP snooping for VLAN 1:

```
Console#show mac-address-table multicast vlan 1 igmp-snooping
 VLAN M'cast IP addr. Member ports Type
 ---- --------------- ------------ -------
    1       224.1.2.3      Eth1/11    IGMP
Console#
```

IGMP Query Commands (Layer 2)

Table 4-70 IGMP Query Commands (Layer 2)

Command	Function	Mode	Page
ip igmp snooping querier	Allows this device to act as the querier for IGMP snooping	GC	4-272
ip igmp snooping query-count	Configures the query count	GC	4-273
ip igmp snooping query-interval	Configures the query interval	GC	4-274
ip igmp snooping query-max-response-time	Configures the report delay	GC	4-274
ip igmp snooping router-port-expire-time	Configures the query timeout	GC	4-275

ip igmp snooping querier

This command enables the switch as an IGMP querier. Use the **no** form to disable it.

Syntax

[no] ip igmp snooping querier

Default Setting

Enabled

Command Mode

Global Configuration

Command Usage

If enabled, the switch will serve as querier if elected. The querier is responsible for asking hosts if they want to receive multicast traffic.

Example

```
Console(config)#ip igmp snooping querier
Console(config)#
```

ip igmp snooping query-count

This command configures the query count. Use the **no** form to restore the default.

Syntax

ip igmp snooping query-count *count*
no ip igmp snooping query-count

count - The maximum number of queries issued for which there has been no response before the switch takes action to drop a client from the multicast group. (Range: 2-10)

Default Setting

2 times

Command Mode

Global Configuration

Command Usage

The query count defines how long the querier waits for a response from a multicast client before taking action. If a querier has sent a number of queries defined by this command, but a client has not responded, a countdown timer is started using the time defined by **ip igmp snooping query-max- response-time**. If the countdown finishes, and the client still has not responded, then that client is considered to have left the multicast group.

Example

The following shows how to configure the query count to 10:

```
Console(config)#ip igmp snooping query-count 10
Console(config)#
```

Related Commands

ip igmp snooping query-max-response-time (4-274)

ip igmp snooping query-interval

This command configures the query interval. Use the **no** form to restore the default.

Syntax

ip igmp snooping query-interval *seconds*
no ip igmp snooping query-interval

seconds - The frequency at which the switch sends IGMP host-query messages. (Range: 60-125)

Default Setting

125 seconds

Command Mode

Global Configuration

Example

The following shows how to configure the query interval to 100 seconds:

```
Console(config)#ip igmp snooping query-interval 100
Console(config)#
```

ip igmp snooping query-max-response-time

This command configures the query report delay. Use the **no** form to restore the default.

Syntax

ip igmp snooping query-max-response-time *seconds*
no ip igmp snooping query-max-response-time

seconds - The report delay advertised in IGMP queries. (Range: 5-25)

Default Setting

10 seconds

Command Mode

Global Configuration

Command Usage

- The switch must be using IGMPv2 for this command to take effect.
- This command defines the time after a query, during which a response is expected from a multicast client. If a querier has sent a number of queries defined by the **ip igmp snooping query-count**, but a client has not responded, a countdown timer is started using an initial value set by this command. If the countdown finishes, and the client still has not responded, then that client is considered to have left the multicast group.

Example

The following shows how to configure the maximum response time to 20 seconds:

```
Console(config)#ip igmp snooping query-max-response-time 20
Console(config)#
```

Related Commands

ip igmp snooping version (4-269)
ip igmp snooping query-max-response-time (4-274)

ip igmp snooping router-port-expire-time

This command configures the query timeout. Use the **no** form to restore the default.

Syntax

ip igmp snooping router-port-expire-time *seconds*
no ip igmp snooping router-port-expire-time

seconds - The time the switch waits after the previous querier stops before it considers the router port (i.e., the interface which had been receiving query packets) to have expired.
(Range: 300-500)

Default Setting

300 seconds

Command Mode

Global Configuration

Command Usage

The switch must use IGMPv2 for this command to take effect.

Example

The following shows how to configure the default timeout to 300 seconds:

```
Console(config)#ip igmp snooping router-port-expire-time 300
Console(config)#
```

Related Commands

ip igmp snooping version (4-269)

Static Multicast Routing Commands

Table 4-71 Static Multicast Routing Commands

Command	Function	Mode	Page
ip igmp snooping vlan mrouter	Adds a multicast router port	GC	4-276
show ip igmp snooping mrouter	Shows multicast router ports	PE	4-277

ip igmp snooping vlan mrouter

This command statically configures a multicast router port. Use the **no** form to remove the configuration.

Syntax

[**no**] **ip igmp snooping vlan** *vlan-id* **mrouter** *interface*

- *vlan-id* - VLAN ID (Range: 1-4094)
- *interface*
  - **ethernet** *unit/port*
    - *unit* - This is unit 1.
    - *port* - Port number. (Range: 1-8)
  - **port-channel** *channel-id* (Range: 1-4)

Default Setting

No static multicast router ports are configured.

Command Mode

Global Configuration

Command Usage

Depending on your network connections, IGMP snooping may not always be able to locate the IGMP querier. Therefore, if the IGMP querier is a known multicast router/switch connected over the network to an interface (port or trunk) on your router, you can manually configure that interface to join all the current multicast groups.

Example

The following shows how to configure port 1 as a multicast router port within VLAN 1:

```
Console(config)#ip igmp snooping vlan 1 mrouter ethernet 1/1
Console(config)#
```

show ip igmp snooping mrouter

This command displays information on statically configured and dynamically learned multicast router ports.

Syntax

show ip igmp snooping mrouter [**vlan** *vlan-id*]

vlan-id - VLAN ID (Range: 1-4094)

Default Setting

Displays multicast router ports for all configured VLANs.

Command Mode

Privileged Exec

Command Usage

Multicast router port types displayed include Static.

Example

The following shows that port 11 in VLAN 1 is attached to a multicast router:

```
Console#show ip igmp snooping mrouter vlan 1
 VLAN M'cast Router Ports Type
 ---- ------------------- -------
    1            Eth 1/11  Static
Console#
```

IP Interface Commands

An IP addresses may be used for management access to the switch over your network. The IP address for this switch is obtained via DHCP by default. You can manually configure a specific IP address, or direct the device to obtain an address from a BOOTP or DHCP server when it is powered on. You may also need to a establish a default gateway between this device and management stations or other devices that exist on another network segment.

Basic IP Configuration

Table 4-72 Basic IP Configuration Commands

Command	Function	Mode	Page
ip address	Sets the IP address for the current interface	IC	4-279
ip default-gateway	Defines the default gateway through which an in-band management station can reach this device	GC	4-280
ip dhcp restart	Submits a BOOTP or DCHP client request	PE	4-281
show ip interface	Displays the IP settings for this device	PE	4-282
show ip redirects	Displays the default gateway configured for this device	PE	4-282
ping	Sends ICMP echo request packets to another node on the network	NE, PE	4-283

ip address

This command sets the IP address for the currently selected VLAN interface. Use the **no** form to restore the default IP address.

Syntax

ip address {*ip-address netmask* **| bootp | dhcp}**
no ip address

- *ip-address* - IP address
- *netmask* - Network mask for the associated IP subnet. This mask identifies the host address bits used for routing to specific subnets.
- **bootp** - Obtains IP address from BOOTP.
- **dhcp** - Obtains IP address from DHCP.

Default Setting

DHCP

Command Mode

Interface Configuration (VLAN)

Command Usage

- You must assign an IP address to this device to gain management access over the network. You can manually configure a specific IP address, or direct the device to obtain an address from a BOOTP or DHCP server. Valid IP addresses consist of four numbers, 0 to 255, separated by periods. Anything outside this format will not be accepted by the configuration program.
- If you select the **bootp** or **dhcp** option, IP is enabled but will not function until a BOOTP or DHCP reply has been received. Requests will be broadcast periodically by this device in an effort to learn its IP address. (BOOTP and DHCP values can include the IP address, default gateway, and subnet mask).
- You can start broadcasting BOOTP or DHCP requests by entering an **ip dhcp restart** command, or by rebooting the.

Note: Only one VLAN interface can be assigned an IP address (the default is VLAN 1). This defines the management VLAN, the only VLAN through which you can gain management access to the switch. If you assign an IP address to any other VLAN, the new IP address overrides the original IP address and this becomes the new management VLAN.

Example

In the following example, the device is assigned an address in VLAN 1.

```
Console(config)#interface vlan 1
Console(config-if)#ip address 192.168.1.5 255.255.255.0
Console(config-if)#
```

Related Commands

ip dhcp restart (4-281)

ip default-gateway

This command establishes a static route between this switch and devices that exist on another network segment. Use the **no** form to remove the static route.

Syntax

[**no**] **ip default-gateway** *gateway*

gateway - IP address of the default gateway

Default Setting

No static route is established.

Command Mode

Global Configuration

Command Usage

A gateway must be defined if the management station is located in a different IP segment.

Example

The following example defines a default gateway for this device:

```
Console(config)#ip default-gateway 10.1.1.254
Console(config)#
```

Related Commands

show ip redirects (4-282)

ip dhcp restart

This command submits a BOOTP or DCHP client request.

Default Setting

None

Command Mode

Privileged Exec

Command Usage

- This command issues a BOOTP or DHCP client request for any IP interface that has been set to BOOTP or DHCP mode via the **ip address** command.
- DHCP requires the server to reassign the client's last address if available.
- If the BOOTP or DHCP server has been moved to a different domain, the network portion of the address provided to the client will be based on this new domain.

Example

In the following example, the device is reassigned the same address

```
Console(config)#interface vlan 1
Console(config-if)#ip address dhcp
Console(config-if)#end
Console#ip dhcp restart
Console#show ip interface
IP interface vlan
 IP address and netmask: 10.1.0.54 255.255.255.0 on VLAN 1,
 and address mode: Dhcp.
Console#
```

Related Commands

ip address (4-279)

show ip interface

This command displays the settings for the switch's IP interface.

Command Mode

Privileged Exec

Example

```
Console#show ip interface
 IP Address and Netmask:  192.168.1.58 255.255.255.0 on VLAN 1,
 Address Mode:            DHCP
Console#
```

Related Commands

show ip redirects (4-282)

show ip redirects

This command shows the default gateway configured for this device.

Default Setting

None

Command Mode

Privileged Exec

Example

```
Console#show ip redirects
ip default gateway 10.1.0.254
Console#
```

Related Commands

ip default-gateway (4-280)

ping

This command sends ICMP echo request packets to another node on the network.

Syntax

ping *host* [**count** *count*][**size** *size*]

- *host* - IP address or IP alias of the host.
- *count* - Number of packets to send. (Range: 1-16, default: 5)
- *size* - Number of bytes in a packet. (Range: 32-512, default: 32) The actual packet size will be eight bytes larger than the size specified because the router adds header information.

Default Setting

This command has no default for the host.

Command Mode

Normal Exec, Privileged Exec

Command Usage

- Use the ping command to see if another site on the network can be reached.
- The following are some results of the **ping** command:
  - *Normal response* - The normal response occurs in one to ten seconds, depending on network traffic.
  - *Destination does not respond* - If the host does not respond, a "timeout" appears in ten seconds.
  - *Destination unreachable* - The gateway for this destination indicates that the destination is unreachable.
  - *Network or host unreachable* - The gateway found no corresponding entry in the route table.
- Press <Esc> to stop pinging.

Example

```
Console#ping 10.1.0.9
Type ESC to abort.
PING to 10.1.0.9, by 5 32-byte payload ICMP packets, timeout is 5
seconds
response time: 10 ms
response time: 10 ms
response time: 10 ms
response time: 10 ms
response time: 0 ms
Ping statistics for 10.1.0.9:
 5 packets transmitted, 5 packets received (100%), 0 packets lost (0%)
Approximate round trip times:
 Minimum = 0 ms, Maximum = 10 ms, Average = 8 ms
Console#
```

DNS Commands

These commands are used to configure Domain Naming System (DNS) services. You can manually configure entries in the DNS domain name to IP address mapping table, configure default domain names, or specify one or more name servers to use for domain name to address translation.

Note that domain name services will not be enabled until at least one name server is specified with the **ip name-server** command and domain lookup is enabled with the **ip domain-lookup** command

Table 4-73 DNS Commands

Command	Function	Mode	Page
ip host	Creates a static host name-to-address mapping	GC	4-285
clear host	Deletes entries from the host name-to-address table	PE	4-286
ip domain-name	Defines a default domain name for incomplete host names	GC	4-287
ip domain-list	Defines a list of default domain names for incomplete host names	GC	4-288
ip name-server	Specifies the address of one or more name servers to use for host name-to-address translation	GC	4-289

Table 4-73 DNS Commands (Continued)

Command	Function	Mode	Page
ip domain-lookup	Enables DNS-based host name-to-address translation	GC	4-290
show hosts	Displays the static host name-to-address mapping table	PE	4-291
show dns	Displays the configuration for DNS services	PE	4-292
show dns cache	Displays entries in the DNS cache	PE	4-292
clear dns cache	Clears all entries from the DNS cache	PE	4-293

ip host

This command creates a static entry in the DNS table that maps a host name to an IP address. Use the **no** form to remove an entry.

Syntax

[**no**] **ip host** *name address1* [*address2* **…** *address8*]

- *name* - Name of the host. (Range: 1-64 characters)
- *address1* - Corresponding IP address.
- *address2* … *address8* - Additional corresponding IP addresses.

Default Setting

No static entries

Command Mode

Global Configuration

Command Usage

Servers or other network devices may support one or more connections via multiple IP addresses. If more than one IP address is associated with a host name using this command, a DNS client can try each address in succession, until it establishes a connection with the target device.

Example

This example maps two address to a host name.

```
Console(config)#ip host rd5 192.168.1.55 10.1.0.55
Console(config)#end
Console#show hosts

Hostname
 rd5
Inet address
 10.1.0.55 192.168.1.55
Alias
Console#
```

clear host

This command deletes entries from the DNS table.

Syntax

clear host {*name* | *}

- *name* - Name of the host. (Range: 1-64 characters)
- * - Removes all entries.

Default Setting

None

Command Mode

Privileged Exec

Example

This example clears all static entries from the DNS table.

```
Console(config)#clear host *
Console(config)#
```

ip domain-name

This command defines the default domain name appended to incomplete host names (i.e., host names passed from a client that are not formatted with dotted notation). Use the **no** form to remove the current domain name.

Syntax

ip domain-name *name*
no ip domain-name

- *name* - Name of the host. Do not include the initial dot that separates the host name from the domain name. (Range: 1-64 characters)

Default Setting

None

Command Mode

Global Configuration

Example

```
Console(config)#ip domain-name sample.com
Console(config)#end
Console#show dns
Domain Lookup Status:
    DNS disabled
Default Domain Name:
    sample.com
Domain Name List:
Name Server List:
Console#
```

Related Commands

ip domain-list (4-288)
ip name-server (4-289)
ip domain-lookup (4-290)

ip domain-list

This command defines a list of domain names that can be appended to incomplete host names (i.e., host names passed from a client that are not formatted with dotted notation). Use the **no** form to remove a name from this list.

Syntax

[**no**] **ip domain-list** *name*

name - Name of the host. Do not include the initial dot that separates the host name from the domain name. (Range: 1-64 characters)

Default Setting

None

Command Mode

Global Configuration

Command Usage

- Domain names are added to the end of the list one at a time.
- When an incomplete host name is received by the DNS service on this switch, it will work through the domain list, appending each domain name in the list to the host name, and checking with the specified name servers for a match.
- If there is no domain list, the domain name specified with the **ip domain-name** command is used. If there is a domain list, the default domain name is not used.

Example

This example adds two domain names to the current list and then displays the list.

```
Console(config)#ip domain-list sample.com.jp
Console(config)#ip domain-list sample.com.uk
Console(config)#end
Console#show dns
Domain Lookup Status:
    DNS disabled
Default Domain Name:
    sample.com
Domain Name List:
    sample.com.jp
    sample.com.uk
Name Server List:
Console#
```

Related Commands

ip domain-name (4-287)

ip name-server

This command specifies the address of one or more domain name servers to use for name-to-address resolution. Use the **no** form to remove a name server from this list.

Syntax

[**no**] **ip name-server** *server-address1* [*server-address2* **…** *server-address6*]

- *server-address1* - IP address of domain-name server.
- *server-address2* … *server-address6* - IP address of additional domain-name servers.

Default Setting

None

Command Mode

Global Configuration

Command Usage

The listed name servers are queried in the specified sequence until a response is received, or the end of the list is reached with no response.

Example

This example adds two domain-name servers to the list and then displays the list.

```
Console(config)#ip domain-server 192.168.1.55 10.1.0.55
Console(config)#end
Console#show dns
Domain Lookup Status:
    DNS disabled
Default Domain Name:
    sample.com
Domain Name List:
    sample.com.jp
    sample.com.uk
Name Server List:
    192.168.1.55
    10.1.0.55
Console#
```

Related Commands

ip domain-name (4-287)
ip domain-lookup (4-290)

ip domain-lookup

This command enables DNS host name-to-address translation. Use the **no** form to disable DNS.

Syntax

[**no**] **ip domain-lookup**

Default Setting

Disabled

Command Mode

Global Configuration

Command Usage

- At least one name server must be specified before you can enable DNS.
- If all name servers are deleted, DNS will automatically be disabled.

Example

This example enables DNS and then displays the configuration.

```
Console(config)#ip domain-lookup
Console(config)#end
Console#show dns
Domain Lookup Status:
    DNS enabled
Default Domain Name:
    sample.com
Domain Name List:
    sample.com.jp
    sample.com.uk
Name Server List:
    192.168.1.55
    10.1.0.55
```

Related Commands

ip domain-name (4-287)
ip name-server (4-289)

show hosts

This command displays the static host name-to-address mapping table.

Command Mode

Privileged Exec

Example

Note that a host name will be displayed as an alias if it is mapped to the same address(es) as a previously configured entry.

```
Console#show hosts

Hostname
 rd5
Inet address
 10.1.0.55 192.168.1.55
Alias
 1.rd6
Console#
```

show dns

This command displays the configuration of the DNS service.

Command Mode

Privileged Exec

Example

```
Console#show dns
Domain Lookup Status:
    DNS enabled
Default Domain Name:
    sample.com
Domain Name List:
    sample.com.jp
    sample.com.uk
Name Server List:
    192.168.1.55
    10.1.0.55
Console#
```

show dns cache

This command displays entries in the DNS cache.

Command Mode

Privileged Exec

Example

```
Console#show dns cache
NO       FLAG    TYPE    IP              TTL     DOMAIN
0        4       CNAME   10.2.44.96      893     pttch_pc.accton.com.tw
1        4       CNAME   10.2.44.3       898     ahten.accton.com.tw
2        4       CNAME   66.218.71.84    298     www.yahoo.akadns.net
3        4       CNAME   66.218.71.83    298     www.yahoo.akadns.net
4        4       CNAME   66.218.71.81    298     www.yahoo.akadns.net
5        4       CNAME   66.218.71.80    298     www.yahoo.akadns.net
6        4       CNAME   66.218.71.89    298     www.yahoo.akadns.net
7        4       CNAME   66.218.71.86    298     www.yahoo.akadns.net
8        4       ALIAS   POINTER TO:7    298     www.yahoo.com
Console#
```

Table 4-74 show dns cache - display description

Field	Description
NO	The entry number for each resource record.
FLAG	The flag is always "4" indicating a cache entry and therefore unreliable.
TYPE	This field includes CNAME which specifies the canonical or primary name for the owner, and ALIAS which specifies multiple domain names which are mapped to the same IP address as an existing entry.
IP	The IP address associated with this record.
TTL	The time to live reported by the name server.
DOMAIN	The domain name associated with this record.

clear dns cache

This command clears all entries in the DNS cache.

Command Mode

Privileged Exec

Example

```
Console#clear dns cache
Console#show dns cache
NO      FLAG    TYPE    IP              TTL     DOMAIN
Console#
```

APPENDIX A
SOFTWARE SPECIFICATIONS

Software Features

Authentication
Local, RADIUS, TACACS, Port (802.1X), HTTPS, SSH, Port Security

Access Control Lists
IP, MAC (up to 32 lists)

DHCP Client

DNS Server

Port Configuration
RJ-45: 100BASE-TX: 10/100 Mbps at half/full duplex[33]
XFP: 10GBASE-SR/LR/ER - 10 Gbps at full duplex[34]

Broadcast Storm Control
Traffic throttled above a critical threshold

Port Mirroring
Multiple source ports, one destination port

Rate Limits
Input Limit
Output limit
Range (configured per port)

Port Trunking
Static trunks (Cisco EtherChannel compliant)
Dynamic trunks (Link Aggregation Control Protocol)

Spanning Tree Algorithm
Spanning Tree Protocol (STP, IEEE 802.1D)
Rapid Spanning Tree Protocol (RSTP, IEEE 802.1w)
Multiple Spanning Tree Protocol (MSTP, IEEE 802.1s)

33. Management port only supports auto-negotiation.
34. Data ports only support 10 Gbps, full duplex.

VLAN Support
  Up to 255 groups; port-based, protocol-based, or tagged (802.1Q),
  GVRP for automatic VLAN learning, private VLANs

Class of Service
  Supports eight levels of priority and Weighted Round Robin Queueing
  (which can be configured by VLAN tag or port),
  Layer 3/4 priority mapping: IP Port, IP Precedence, IP DSCP

Multicast Filtering
  IGMP Snooping (Layer 2)

Additional Features
  BOOTP client
  SNTP (Simple Network Time Protocol)
  SNMP (Simple Network Management Protocol)
  RMON (Remote Monitoring, groups 1,2,3,9)
  SMTP Email Alerts

Management Features

In-Band Management
  Telnet, web-based HTTP or HTTPS, SNMP manager, or Secure Shell

Out-of-Band Management
  RS-232 DB-9 console port

Software Loading
  TFTP in-band or XModem out-of-band

SNMP
  Management access via MIB database
  Trap management to specified hosts

RMON
  Groups 1, 2, 3, 9 (Statistics, History, Alarm, Event)

Standards

  IEEE 802.1D Spanning Tree Protocol and traffic priorities
  IEEE 802.1p Priority tags
  IEEE 802.1Q VLAN
  IEEE 802.1v Protocol-based VLANs

IEEE 802.1s Multiple Spanning Tree Protocol
IEEE 802.1w Rapid Spanning Tree Protocol
IEEE 802.1X Port Authentication
IEEE 802.3-2002
  Ethernet, Fast Ethernet, Gigabit Ethernet
  Link Aggregation Control Protocol (LACP)
IEEE 802.3ac VLAN tagging
ARP (RFC 826)
DHCP Client (RFC 1541)
HTTPS
IGMP (RFC 1112)
IGMPv2 (RFC 2236)
RADIUS+ (RFC 2618)
RMON (RFC 1757 groups 1,2,3,9)
SNMP (RFC 1157)
SNMPv2c (RFC 2571)
SNMPv3 (RFC DRAFT 3414, 2570, 2273, 3411, 3415)
SNTP (RFC 2030)
SSH (Version 2.0)
TFTP (RFC 1350)

Management Information Bases

Bridge MIB (RFC 1493)
Entity MIB (RFC 2737)
Ether-like MIB (RFC 2665)
Extended Bridge MIB (RFC 2674)
Extensible SNMP Agents MIB (RFC 2742)
IGMP MIB (RFC 2933)
Interface Group MIB (RFC 2233)
Interfaces Evolution MIB (RFC 2863)
IP Multicasting related MIBs
MAU MIB (RFC 2668)
MIB II (RFC 1213)
Port Access Entity MIB (IEEE 802.1X)
Port Access Entity Equipment MIB
Private MIB

RADIUS Authentication Client MIB (RFC 2621)
RMON MIB (RFC 2819)
RMON II Probe Configuration Group (RFC 2021, partial implementation)
SNMPv2 IP MIB (RFC 2011)
SNMP Framework MIB (RFC 3411)
SNMP-MPD MIB (RFC 3412)
SNMP Target MIB, SNMP Notification MIB (RFC 3413)
SNMP User-Based SM MIB (RFC 3414)
SNMP View Based ACM MIB (RFC 3415)
SNMP Community MIB (RFC 2576)
TACACS+ Authentication Client MIB
TCP MIB (RFC 2013)
Trap (RFC 1215)
UDP MIB (RFC 2012)

APPENDIX B
TROUBLESHOOTING

Problems Accessing the Management Interface

Table B-1 Troubleshooting Chart

Symptom	Action
Cannot connect using Telnet, web browser, or SNMP software	• Be sure the switch is powered up. • Check network cabling between the management station and the switch. • Check that you have a valid network connection to the switch and that the port you are using has not been disabled. • Be sure you have configured the VLAN interface through which the management station is connected with a valid IP address, subnet mask and default gateway. • Be sure the management station has an IP address in the same subnet as the switch's IP interface to which it is connected. • If you are trying to connect to the switch via the IP address for a tagged VLAN group, your management station, and the ports connecting intermediate switches in the network, must be configured with the appropriate tag. • If you cannot connect using Telnet, you may have exceeded the maximum number of concurrent Telnet/SSH sessions permitted. Try connecting again at a later time.

Table B-1 Troubleshooting Chart (Continued)

Symptom	Action
Cannot connect using Secure Shell	• If you cannot connect using SSH, you may have exceeded the maximum number of concurrent Telnet/SSH sessions permitted. Try connecting again at a later time. • Be sure the control parameters for the SSH server are properly configured on the switch, and that the SSH client software is properly configured on the management station. • Be sure you have generated a public key on the switch, and exported this key to the SSH client. • Be sure you have set up an account on the switch for each SSH user, including user name, authentication level, and password. • Be sure you have imported the client's public key to the switch (if public key authentication is used).
Cannot access the on-board configuration program via a serial port connection	• Be sure you have set the terminal emulator program to VT100 compatible, 8 data bits, 1 stop bit, no parity, and 9600 bps). • Check that the null-modem serial cable conforms to the pin-out connections provided in the Installation Guide.
Forgot or lost the password	• Contact SMC Technical Support for help.

Using System Logs

If a fault does occur, refer to the Installation Guide to ensure that the problem you encountered is actually caused by the switch. If the problem appears to be caused by the switch, follow these steps:

1. Enable logging.
2. Set the error messages reported to include all categories.
3. Designate the SNMP host that is to receive the error messages.
4. Repeat the sequence of commands or other actions that lead up to the error.
5. Make a list of the commands or circumstances that led to the fault. Also make a list of any error messages displayed.
6. Contact your distributor's service engineer.

For example:

```
Console(config)#logging on
Console(config)#logging history flash 7
Console(config)#snmp-server host 192.168.1.23
⋮
```

GLOSSARY

Access Control List (ACL)

ACLs can limit network traffic and restrict access to certain users or devices by checking each packet for certain IP or MAC (i.e., Layer 2) information.

Boot Protocol (BOOTP)

BOOTP is used to provide bootup information for network devices, including IP address information, the address of the TFTP server that contains the devices system files, and the name of the boot file.

Class of Service (CoS)

CoS is supported by prioritizing packets based on the required level of service, and then placing them in the appropriate output queue. Data is transmitted from the queues using weighted round-robin service to enforce priority service and prevent blockage of lower-level queues. Priority may be set according to the port default, the packet's priority bit (in the VLAN tag), TCP/UDP port number, IP Precedence bit, or DSCP priority bit.

Differentiated Services (DiffServ)

DiffServ provides quality of service on large networks by employing a well-defined set of building blocks from which a variety of aggregate forwarding behaviors may be built. Each packet carries information (DS byte) used by each hop to give it a particular forwarding treatment, or per-hop behavior, at each network node. DiffServ allocates different levels of service to users on the network with mechanisms such as traffic meters, shapers/droppers, packet markers at the boundaries of the network.

Differentiated Services Code Point Service (DSCP)

DSCP uses a six-bit tag to provide for up to 64 different forwarding behaviors. Based on network policies, different kinds of traffic can be marked for different kinds of forwarding. The DSCP bits are mapped to the Class of Service categories, and then into the output queues.

Domain Name Service (DNS)

A system used for translating host names for network nodes into IP addresses.

Dynamic Host Control Protocol (DHCP)

Provides a framework for passing configuration information to hosts on a TCP/IP network. DHCP is based on the Bootstrap Protocol (BOOTP), adding the capability of automatic allocation of reusable network addresses and additional configuration options.

Extensible Authentication Protocol over LAN (EAPOL)

EAPOL is a client authentication protocol used by this switch to verify the network access rights for any device that is plugged into the switch. A user name and password is requested by the switch, and then passed to an authentication server (e.g., RADIUS) for verification. EAPOL is implemented as part of the IEEE 802.1X Port Authentication standard.

GARP VLAN Registration Protocol (GVRP)

Defines a way for switches to exchange VLAN information in order to register necessary VLAN members on ports along the Spanning Tree so that VLANs defined in each switch can work automatically over a Spanning Tree network.

Generic Attribute Registration Protocol (GARP)

GARP is a protocol that can be used by endstations and switches to register and propagate multicast group membership information in a switched environment so that multicast data frames are propagated only to those parts of a switched LAN containing registered endstations. Formerly called Group Address Registration Protocol.

Generic Multicast Registration Protocol (GMRP)

GMRP allows network devices to register end stations with multicast groups. GMRP requires that any participating network devices or end stations comply with the IEEE 802.1p standard.

Group Attribute Registration Protocol (GARP)

See Generic Attribute Registration Protocol.

IEEE 802.1D

Specifies a general method for the operation of MAC bridges, including the Spanning Tree Protocol.

IEEE 802.1Q

VLAN Tagging—Defines Ethernet frame tags which carry VLAN information. It allows switches to assign endstations to different virtual LANs, and defines a standard way for VLANs to communicate across switched networks.

IEEE 802.1p

An IEEE standard for providing quality of service (QoS) in Ethernet networks. The standard uses packet tags that define up to eight traffic classes and allows switches to transmit packets based on the tagged priority value.

IEEE 802.1s

An IEEE standard for the Multiple Spanning Tree Protocol (MSTP) which provides independent spanning trees for VLAN groups.

IEEE 802.1X

Port Authentication controls access to the switch ports by requiring users to first enter a user ID and password for authentication.

IEEE 802.3ac

Defines frame extensions for VLAN tagging.

IGMP Snooping

Listening to IGMP Query and IGMP Report packets transferred between IP Multicast Routers and IP Multicast host groups to identify IP Multicast group members.

IGMP Query

On each subnetwork, one IGMP-capable device will act as the querier — that is, the device that asks all hosts to report on the IP multicast groups they wish to join or to which they already belong. The elected querier will be the device with the lowest IP address in the subnetwork.

Internet Group Management Protocol (IGMP)

A protocol through which hosts can register with their local router for multicast services. If there is more than one multicast switch/router on a given subnetwork, one of the devices is made the "querier" and assumes responsibility for keeping track of group membership.

In-Band Management

Management of the network from a station attached directly to the network.

IP Multicast Filtering

A process whereby this switch can pass multicast traffic along to participating hosts.

IP Precedence

The Type of Service (ToS) octet in the IPv4 header includes three precedence bits defining eight different priority levels ranging from highest priority for network control packets to lowest priority for routine traffic. The eight values are mapped one-to-one to the Class of Service categories by default, but may be configured differently to suit the requirements for specific network applications.

Layer 2

Data Link layer in the ISO 7-Layer Data Communications Protocol. This is related directly to the hardware interface for network devices and passes on traffic based on MAC addresses.

Link Aggregation

See Port Trunk.

Link Aggregation Control Protocol (LACP)

Allows ports to automatically negotiate a trunked link with LACP-configured ports on another device.

Management Information Base (MIB)

An acronym for Management Information Base. It is a set of database objects that contains information about a specific device.

MD5 Message-Digest Algorithm

An algorithm that is used to create digital signatures. It is intended for use with 32 bit machines and is safer than the MD4 algorithm, which has been broken. MD5 is a one-way hash function, meaning that it takes a message and converts it into a fixed string of digits, also called a message digest.

Multicast Switching

A process whereby the switch filters incoming multicast frames for services for which no attached host has registered, or forwards them to all ports contained within the designated multicast VLAN group.

Network Time Protocol (NTP)

NTP provides the mechanisms to synchronize time across the network. The time servers operate in a hierarchical-master-slave configuration in order to synchronize local clocks within the subnet and to national time standards via wire or radio.

Out-of-Band Management

Management of the network from a station not attached to the network.

Port Authentication

See IEEE 802.1X.

Port Mirroring

A method whereby data on a target port is mirrored to a monitor port for troubleshooting with a logic analyzer or RMON probe. This allows data on the target port to be studied unobstructively.

Port Trunk

Defines a network link aggregation and trunking method which specifies how to create a single high-speed logical link that combines several lower-speed physical links.

Private VLANs

Private VLANs provide port-based security and isolation between ports within the assigned VLAN. Data traffic on downlink ports can only be forwarded to, and from, uplink ports.

Quality of Service (QoS)

QoS refers to the capability of a network to provide better service to selected traffic flows using features such as data prioritization, queuing, congestion avoidance and traffic shaping. These features effectively provide preferential treatment to specific flows either by raising the priority of one flow or limiting the priority of another flow.

Remote Authentication Dial-in User Service (RADIUS)

RADIUS is a logon authentication protocol that uses software running on a central server to control access to RADIUS-compliant devices on the network.

Remote Monitoring (RMON)

RMON provides comprehensive network monitoring capabilities. It eliminates the polling required in standard SNMP, and can set alarms on a variety of traffic conditions, including specific error types.

Rapid Spanning Tree Protocol (RSTP)

RSTP reduces the convergence time for network topology changes to about 10% of that required by the older IEEE 802.1D STP standard.

Secure Shell (SSH)

A secure replacement for remote access functions, including Telnet. SSH can authenticate users with a cryptographic key, and encrypt data connections between management clients and the switch.

Simple Mail Transfer Protocol (SMTP)

A standard host-to-host mail transport protocol that operates over TCP, port 25.

Simple Network Management Protocol (SNMP)

The application protocol in the Internet suite of protocols which offers network management services.

Simple Network Time Protocol (SNTP)

SNTP allows a device to set its internal clock based on periodic updates from a Network Time Protocol (NTP) server. Updates can be requested from a specific NTP server, or can be received via broadcasts sent by NTP servers.

Spanning Tree Algorithm (STA)

A technology that checks your network for any loops. A loop can often occur in complicated or backup linked network systems. Spanning Tree detects and directs data along the shortest available path, maximizing the performance and efficiency of the network.

Telnet

Defines a remote communication facility for interfacing to a terminal device over TCP/IP.

Terminal Access Controller Access Control System Plus (TACACS+)

TACACS+ is a logon authentication protocol that uses software running on a central server to control access to TACACS-compliant devices on the network.

Transmission Control Protocol/Internet Protocol (TCP/IP)

Protocol suite that includes TCP as the primary transport protocol, and IP as the network layer protocol.

Trivial File Transfer Protocol (TFTP)

A TCP/IP protocol commonly used for software downloads.

User Datagram Protocol (UDP)

UDP provides a datagram mode for packet-switched communications. It uses IP as the underlying transport mechanism to provide access to IP-like services. UDP packets are delivered just like IP packets – connection-less datagrams that may be discarded before reaching their targets. UDP is useful when TCP would be too complex, too slow, or just unnecessary.

Virtual LAN (VLAN)

A Virtual LAN is a collection of network nodes that share the same collision domain regardless of their physical location or connection point in the network. A VLAN serves as a logical workgroup with no physical barriers, and allows users to share information and resources as though located on the same LAN.

Virtual Router Redundancy Protocol (VRRP)

A protocol that uses a virtual IP address to support a primary router and multiple backup routers. The backups can be configured to take over the workload if the master fails or to load share the traffic. The primary goal of VRRP is to allow a host device which has been configured with a fixed gateway to maintain network connectivity in case the primary gateway goes down.

XModem

A protocol used to transfer files between devices. Data is grouped in 128-byte blocks and error-corrected.

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